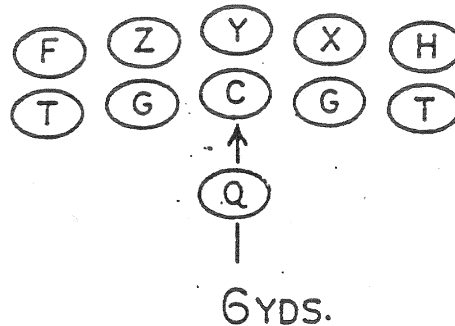


1988
Cincinnati
Bengal's
Zone
Run Game

THE HUDDLE - FORMATION - CADENCE - PROCEDURE

THE HUDDLE



A. FORMING AND BREAKING THE HUDDLE

1. Center always sets up huddle six yards from ball. Set up quickly.
2. Linemen line up quickly with hands on knees in position to see and hear the quarterback.
3. Second row line up quickly with hands on hips in position to see and hear the quarterback.
4. QUARTERBACK has COMPLETE control of huddle.
5. You will receive the following information in the huddle:
 - a) formation
 - b) play
 - c) blocking
 - d) pass pattern
 - e) snap count
 - f) repeat snap count
6. "READY, BREAK" is the signal to leave the huddle -- clap hands on Break -- linemen go directly to L.O.S. quickly. (Center leaves after 1st snap count is given).
7. The alignment and the break of the huddle reflects the attitude of each man and the team - KEEP HUDDLE SHARP.

E. AUDIBLE SYSTEM

Audibles will be initiated by the QB at the L.O.S. through the use of repeating the snap count, followed by the numbers of the new play. All audibles will be snapped on original snap count.

EXAMPLE: QB in huddle - "Wk Rt. 17 call on 2 - on 2 - Ready Break"
 QB at L.O.S. - "2 - Short 84 Okie, 2 - Short 84 Okie, 34, Set, Hut, Hut"

NOTE: Original Play - 17 Call -- Has been changed to Short 84 Okie -- By repeating the snap count, Two (2) that was designated in the huddle.

-or-

QB at L.O.S. - "2 Short Chip Even Okie, 2 Short Chip Even Okie, 34, Set, Hut, Hut"

NOTE: Original Play -- 17 Call -- Has been changed to Short 84 Okie again by repeating the snap count, Two (2) that was designated in the huddle along with our Attack Code Terminology.

F. CHECK WITH ME

Audibles may be initiated in the huddle when the QB substitutes "Check With Me" for a play call. Examples of alternate "Check With Me" calls:

1. QB in huddle - "Wk Rt. Check With me on 2 - on 2 - Ready Break"
 QB at L.O.S. - "28 Grace 28 Grace 200, 200 34, Set, Hut, Hut"
2. QB in huddle - "Wk Rt. 17 call or 16 Zeus Color Check with me on one, On one - Ready, Break"
 (Orange = Right/Yellow = Left)
 QB at L.O.S. - "Orange, Orange: (16 Zeus) Monday, Monday, 34, Set, Hut"
3. QB in huddle - "Wk Rt. 17 Call or ----78 X Hook Check With Me on one, On one - Ready, Break"
 QB at L.O.S. - "78 Fish, 78 Fish, 321, 321, 34, Set, Hut"
4. QB in huddle - "Wk Rt. 16 Zeus or 17 Call Odd or Even Check With Me, on one, On one - Ready, Break"
 QB at L.O.S. - Even, Even, 121, 121, 34, Set, Hut

G. OTHER WAYS OF CHANGING THE RUN OR PASS SYSTEMS

1. QB in huddle - "Wk Rt. 16 Zeus on 2 - On 2 - Ready, Break"
 QB at L.O.S. - QB recognizes a Bears 46 Defense and his run rules directs him to check to 18 Zeus. He does this by saying, "Check-Out, Check-Out, Tuesday, Tuesday, 34, Set, Hut, Hut"
2. QB in huddle - "Wk Rt. 18 Zeus on 2 - On 2, Ready, Break"
 QB at L.O.S. - QB recognizes a 43 Defense and his run rules directs him to check to 16 Zeus. He does this by saying, "Check-In, Check-In, 200, 200, 34, Set, Hut, Hut"
3. QB in huddle - "Strong Rt. Short 60 HB Flat on one - On one, Ready, Break"
4. QB at L.O.S. - QB recognizes a 53 Defense and his protection rules directs him to check to 61 protection. He does this by saying, "Check-Opposite, Check-Opposite, 421, 421, 34, Set, Hut"

H. DISGUIISING OUR AUDIBLE SYSTEM

To keep the defense honest with regards to our audible system, we will employ a Dummy audible system. By utilizing the word Firm, which means that the play called in the huddle is the play that we will run and the audible at the L.O.S. will just be a Dummy audible, and therefore, disregard it.

- QB in huddle - Firm, this is a Firm call, "Wk Rt. 52 on one, On one - Ready, Break"
 QB at L.O.S. - "4 Drake 52 Dancer, 4 Drake 52 Dancer, 100, 100, 34, Set, Hut"

The play run is 52 since "Firm" was called in the huddle which means everything else called at the line is a Dummy call.

SLAP DICK

To discourage defenses from anticipating our snap count, we can use our SLAP DICK procedure.

The play caller will give the QB the SLAP DICK signal followed by the play we wish to run. The only thing the QB will give in the huddle is formation and SLAP DICK call. At the L.O.S., the QB will go through a normal cadence with linemen going down on set. QB will try to pull the defense off sides by use of a hard count. If a SLAP DICK defender crosses the L.O.S., the center will snap the ball and the QB will take a knee, thus resulting in a defensive penalty. If the defense does not jump, QB will call the play he was given in "attack" terminology.

CENTER - Defender must be obviously off sides.

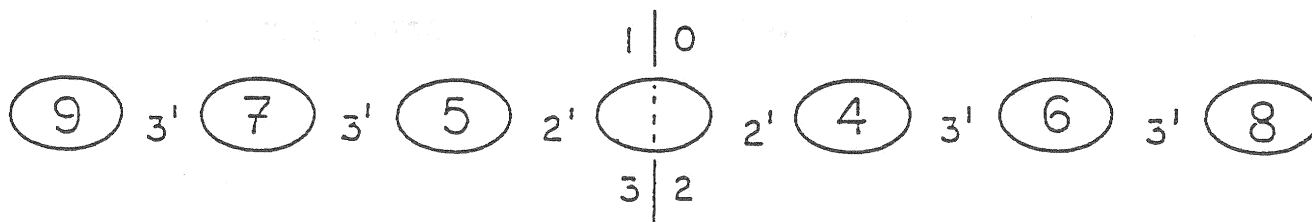
LINEMEN - Once you are down, you must remain down.

TEAM - Since no play or snap count is given in the huddle, relax until play is given.

HOLE NUMBERING AND LINE SPACING

Each lineman is given a number with the linemen on the right side of center having even numbers and the linemen on the left side of center having odd numbers. The center is assigned two sets of numbers (0-1) - (2-3) so that we may run two sets of plays over this position. The spacing of linemen will vary with the design of the play.

The following is an example of normal line spacing:



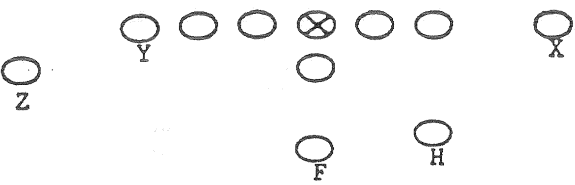
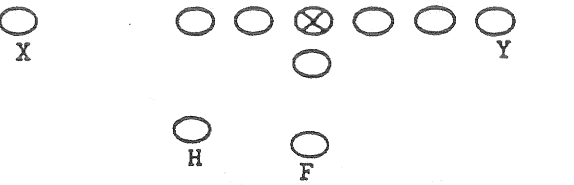
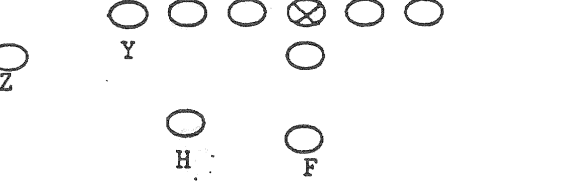
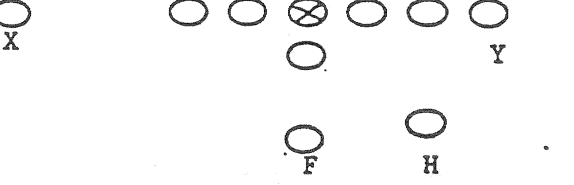
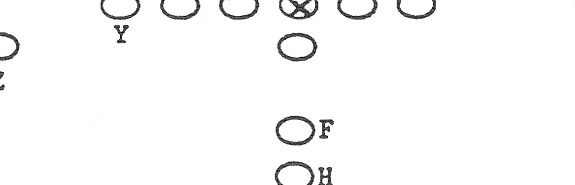
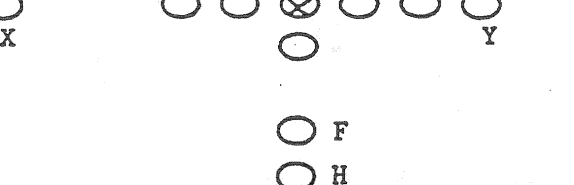
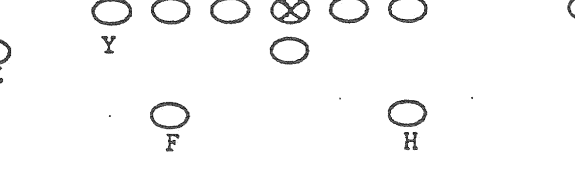
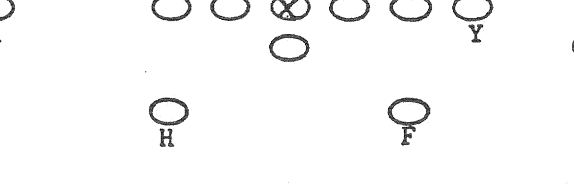
The position of the tight end (Y) determines the strength of the formation. This position is determined by the descriptive word right - left. The side opposite Y is the weak-side. The outside end on the strong-side is called the flanker (Z). The outside end on the weak-side is called the split end (X). Unless otherwise indicated, Y is on the L.O.S. to right or left call, so the flanker must be one yard off the L.O.S. to the right or left call.

BASIC PERSONNEL SUBSTITUTIONSSIGNAL

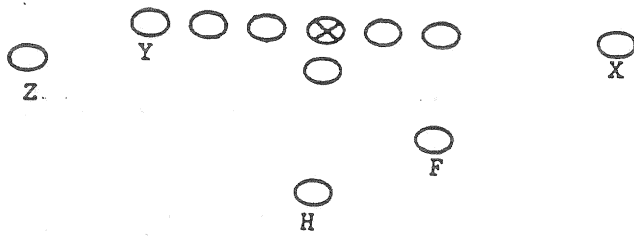
REGULAR	BASIC PERSONNEL (X, Y, Z, H, F)	1 FINGER ROTATION
HAWK	WR REPLACES HB	THUMB LITTLE FINGER OUT
FALCON	WR REPLACES TE/FB	FOUR (4) FINGERS UP
EAGLE	WR REPLACES TE	THREE (3) FINGERS HORIZONTAL
HI-FIVE (5)	WR REPLACES TE/FB/HB	STRAIGHT ARM FIVE (5) FINGERS SPREAD
H	TE REPLACES HB	TWO (2) FINGERS DOWN
BIG-H	OL REPLACES HB	BENT ARM WITH OPEN PALM
HX	TE'S REPLACE HB/X	STRAIGHT ARM WITH HI-FIST
F	TE REPLACES FB	THUMB UP TWO (2) FINGERS HORIZONTAL
FX	TE'S REPLACE FB/X	STRAIGHT ARM WITH HI-FIST
X	TE REPLACES X	FINGERS CROSS
Z	TE REPLACES Z	ZORRO SIGN

FORMATIONS BASIC BACKFIELD ALIGNMENT

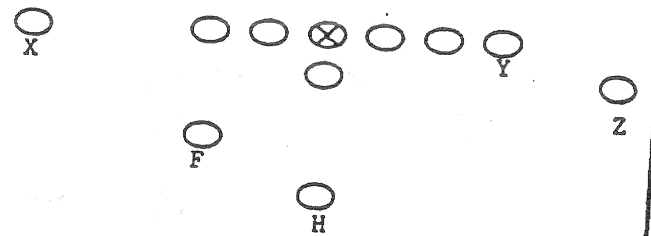
HFC - Page 7

 <p>WEAK LEFT</p>	 <p>WEAK RIGHT</p>
 <p>STRONG LEFT</p>	 <p>STRONG RIGHT</p>
 <p>I LEFT</p>	 <p>I RIGHT</p>
 <p>SPLIT LEFT</p>	 <p>SPLIT RIGHT</p>

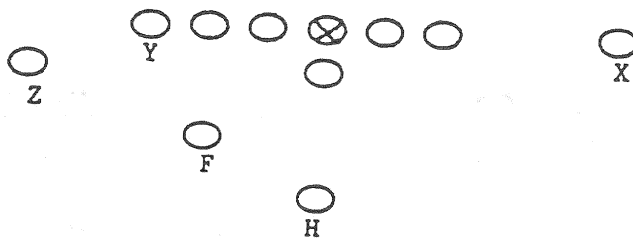
BACKFIELD VARIATIONS



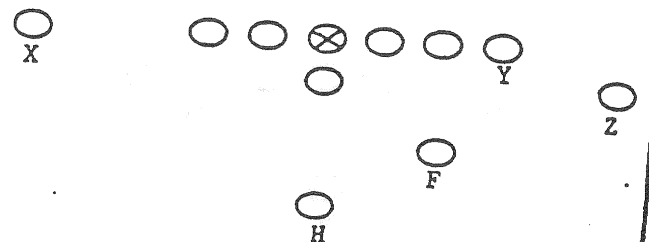
WEAK LEFT CHANGE



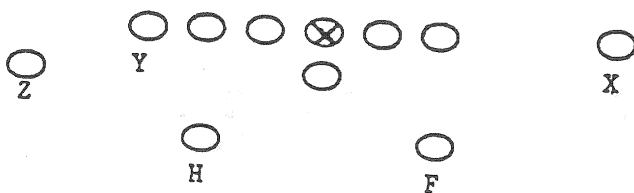
WEAK RIGHT CHANGE



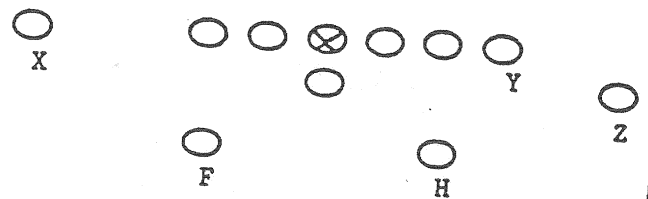
STRONG LEFT CHANGE



STRONG RIGHT CHANGE



SPLIT LEFT CHANGE

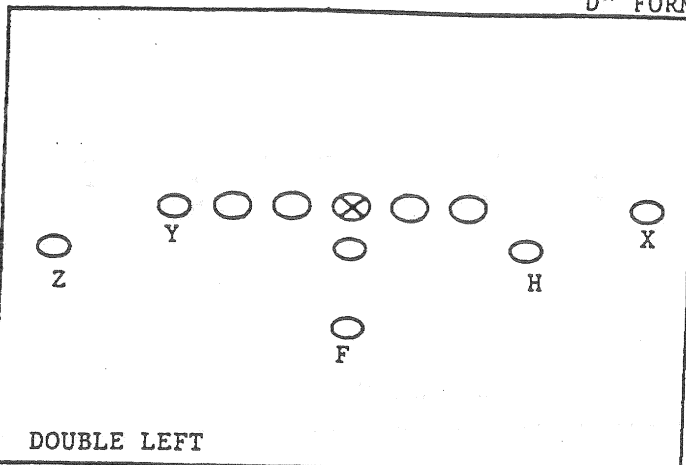


SPLIT RIGHT CHANGE

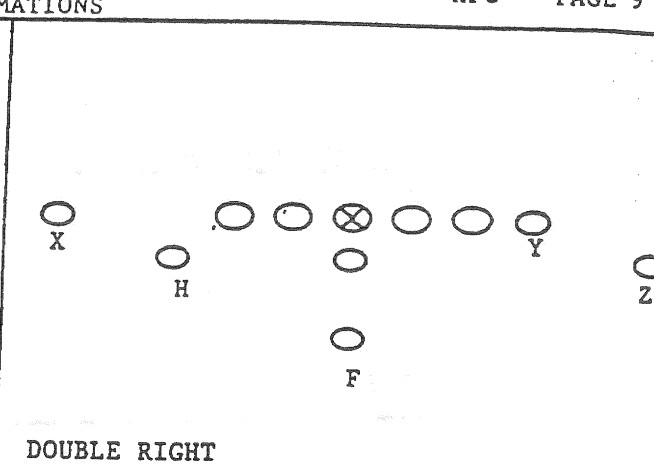
FORMATIONS

"D" FORMATIONS

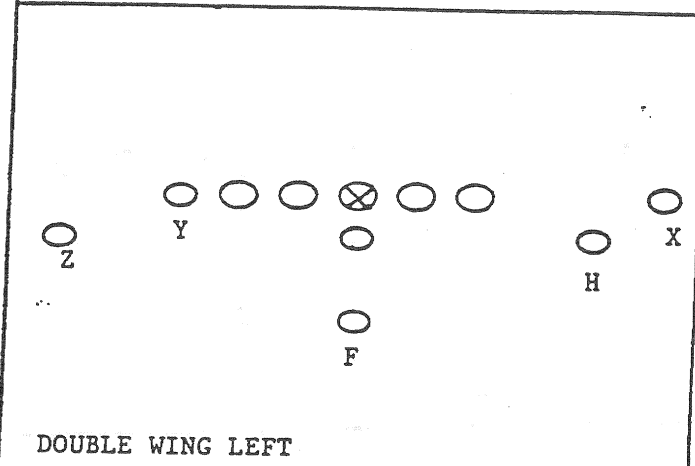
HFC - PAGE 9



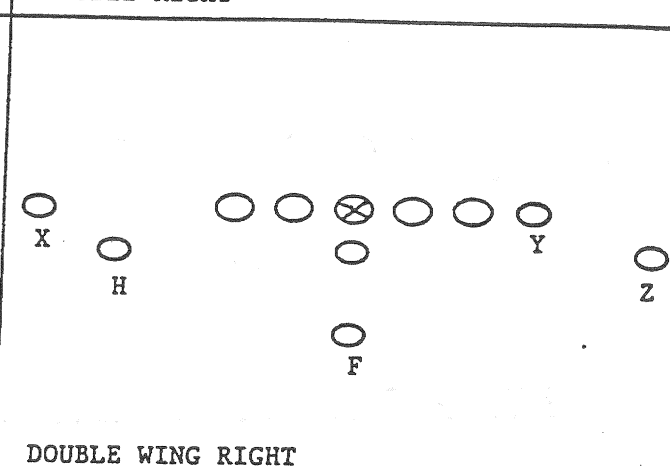
DOUBLE LEFT



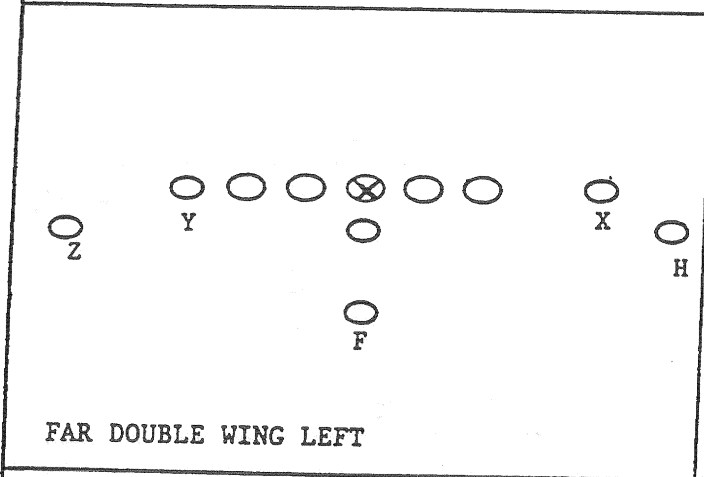
DOUBLE RIGHT



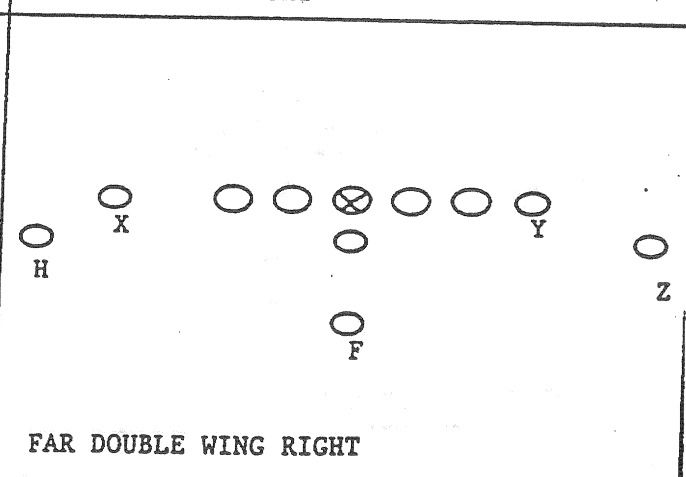
DOUBLE WING LEFT



DOUBLE WING RIGHT

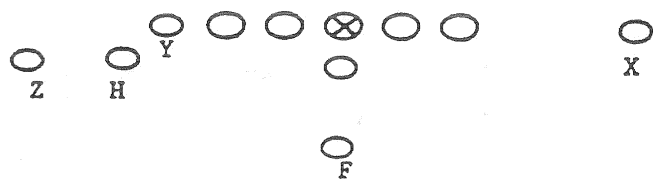


FAR DOUBLE WING LEFT

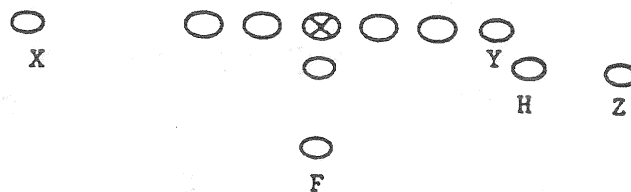


FAR DOUBLE WING RIGHT

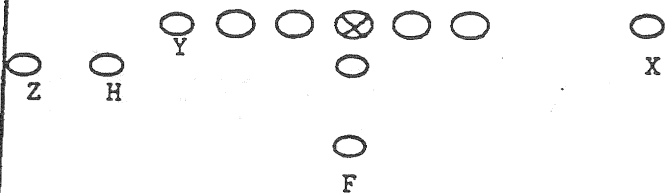
FORMATIONS
"T" FORMATIONS



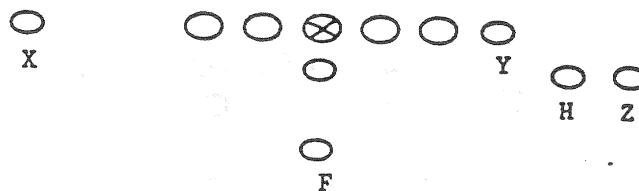
TRIPS LEFT



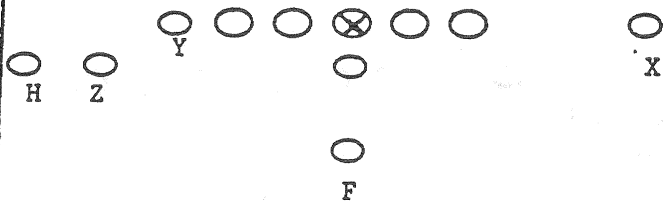
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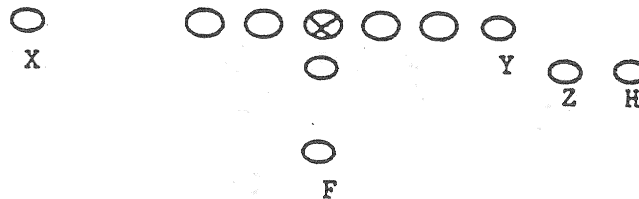
TRIPLE LEFT



TRIPLE RIGHT



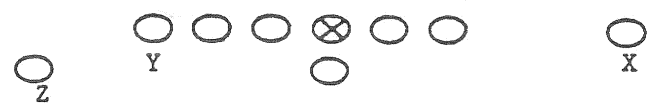
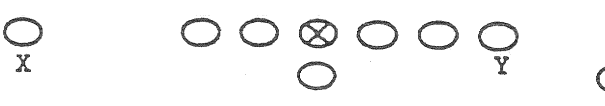
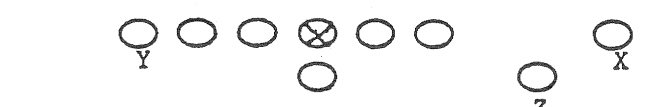
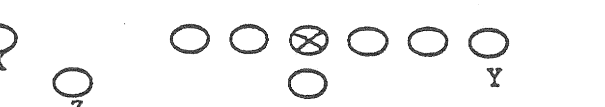
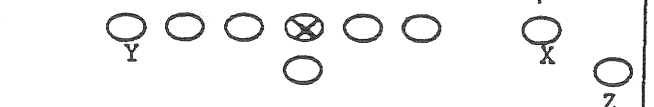
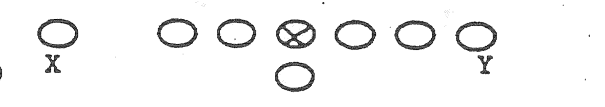
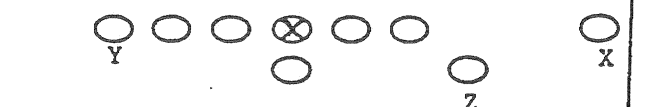
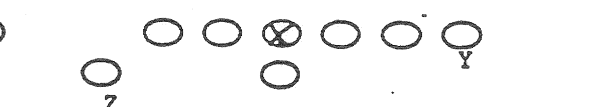
TRIPS LEFT OUTSIDE



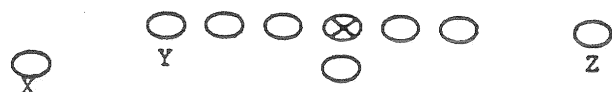
TRIPS RIGHT OUTSIDE

FORMATIONS
WIDE RECEIVER POSITIONS

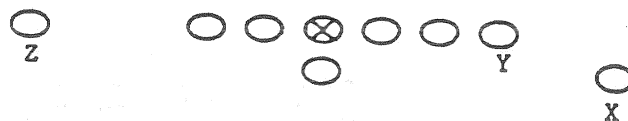
HFC - Page 11

 <p align="center">_____ LEFT</p>	 <p align="center">_____ RIGHT</p>
 <p align="center">_____ LEFT FLIP</p>	 <p align="center">_____ RIGHT FLIP</p>
 <p align="center">_____ LEFT FLOP</p>	 <p align="center">_____ RIGHT FLOP</p>
 <p align="center">_____ LEFT ZIP</p>	 <p align="center">_____ RIGHT ZIP</p>

POSITIONS
WIDE RECEIVER POSITIONS (CON'T)



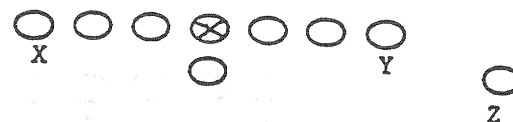
____ LEFT SWITCH



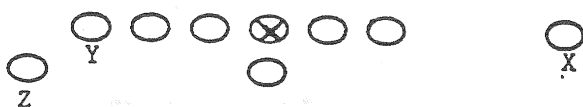
____ RIGHT SWITCH



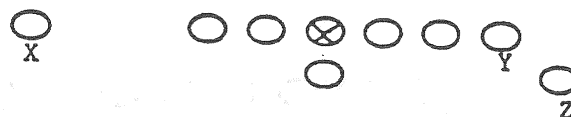
____ LEFT TIGHT



____ RIGHT TIGHT



____ LEFT CLOSE

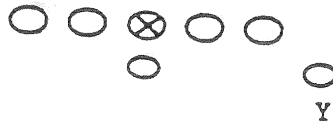


____ RIGHT CLOSE

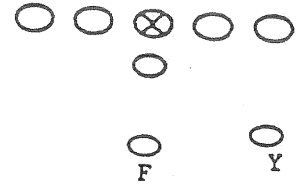
FORMATIONS
Y POSITIONS

HFC - Page

Y DEEP



Y BACK



Y OUTSIDE



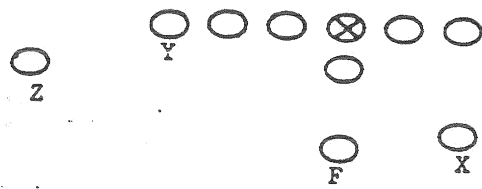
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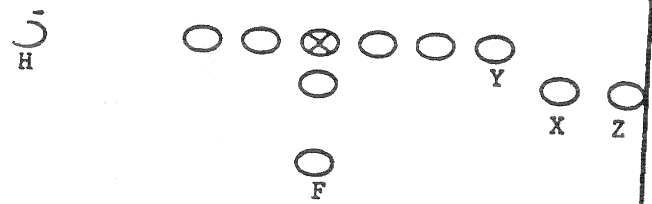
Y SHIFT TO...



BOX - BACK AND X SWITCH ALIGNMENT

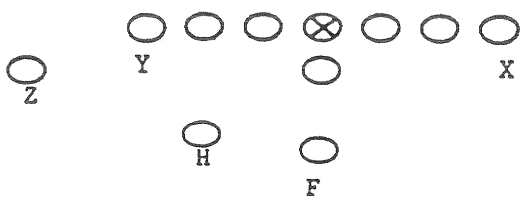
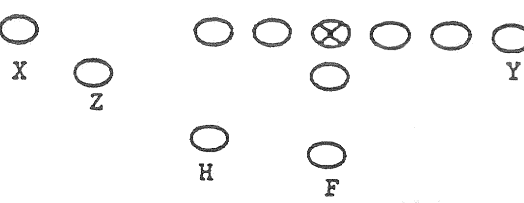
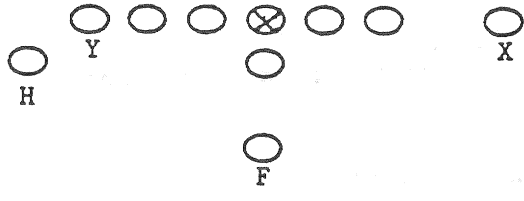
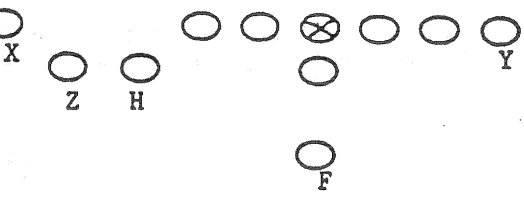
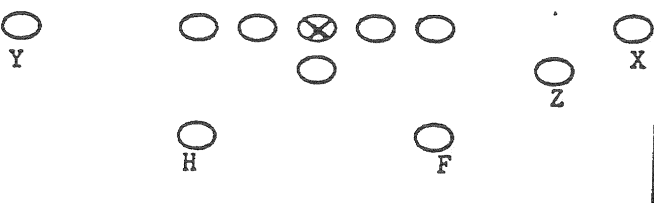
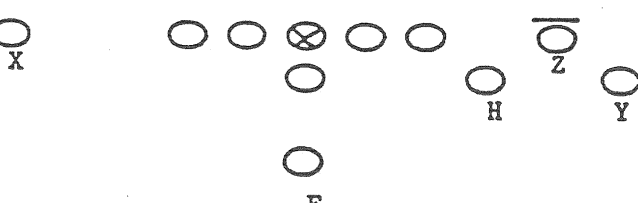
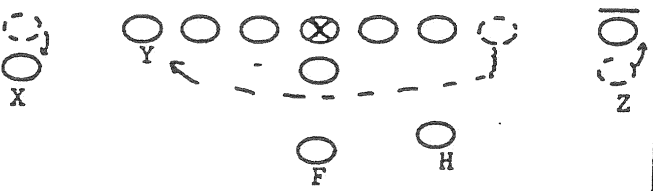
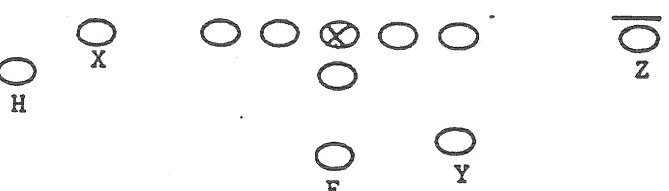


WEAK LEFT BOX



TRIPLE RIGHT BOX

EXAMPLES

 <p>STRONG LEFT TIGHT</p>	 <p>WEAK RIGHT FLIP</p>
 <p>TRIPS LEFT FLOP</p>	 <p>DOUBLE RIGHT FLIP</p>
 <p>SPLIT LEFT CHANGE FLIP OPEN</p>	 <p>TRIPS RIGHT Y OUTSIDE</p>
 <p>Y SHIFT TO WEAK LEFT SWITCH</p>	 <p>FAR DOUBLE WING RIGHT Y BACK</p>

MOTION: GENERAL TERMS

LEFT
RIGHT
SHORT
AWAY
RETURN

ADDITIONAL MOTION

CUTTER = HB or HB substitute Motion to Zip area. (If "F" Cutter, name will be called).
ZIPPER = Z or Z Substitute Motion to Zip area
ZOOM = Z from backfield position

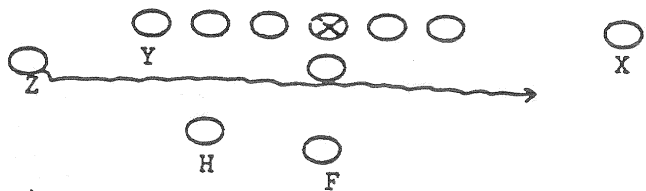
MOTION BEGINNINGS

Motion's always starts in formation called.
Exception: Y lines up opposite of motion regardless of formation called.

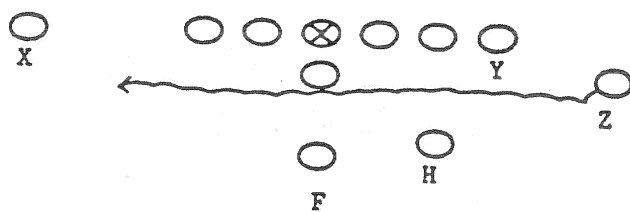
DESIGNATION OF PLAYER

Z - Flanker Moves
X - Split End Moves
Hum - HB Moves
Fly - FB Moves
Y - TE Moves
"Name" - Personnel substitutions move
Example - Eagle = WR/for TE = "Terance Right"
H = TE replace HB = "Mark Left"

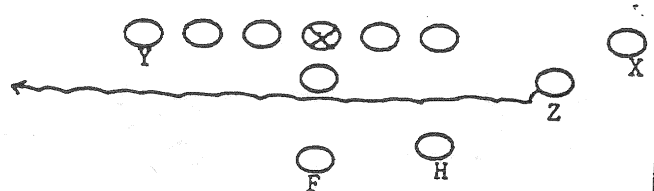
Z MOTION



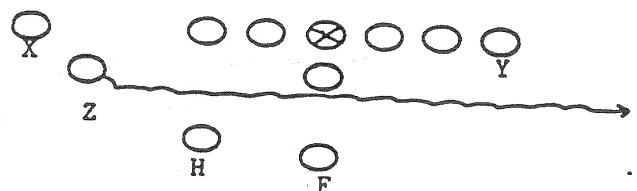
STRONG LEFT Z RIGHT



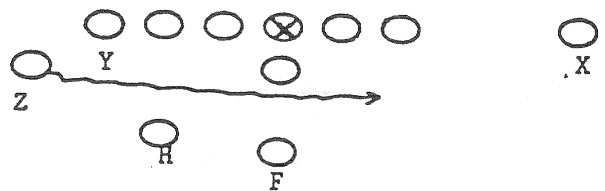
STRONG RIGHT Z LEFT



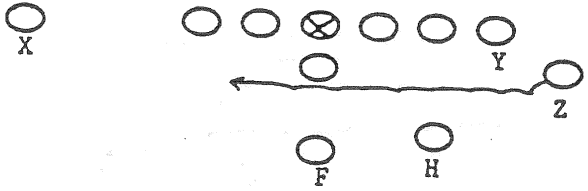
WEAK LEFT FLIP Z LEFT



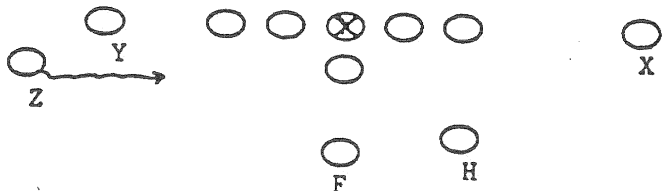
WEAK RIGHT FLIP Z RIGHT



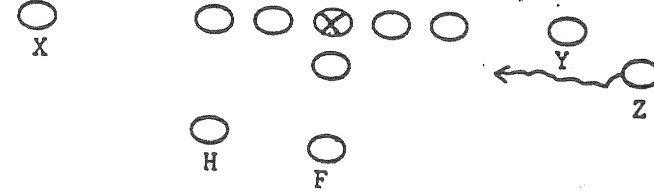
STRONG LEFT ZIPPER



STRONG RIGHT ZIPPER



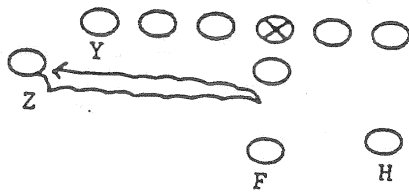
WEAK LEFT OPEN Z SHORT



WEAK RIGHT OPEN Z SHORT

MOTION
Z MOTION (CON'T)

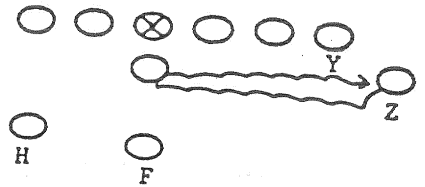
HFC - Page 1



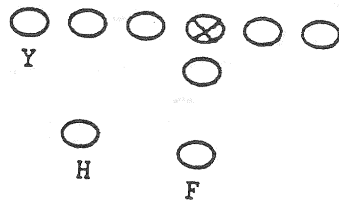
WEAK LEFT Z RETURN

X

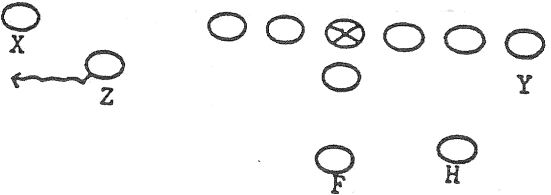
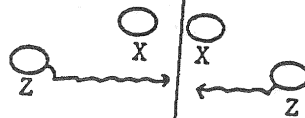
X



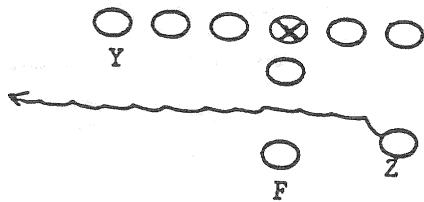
WEAK RIGHT Z RETURN



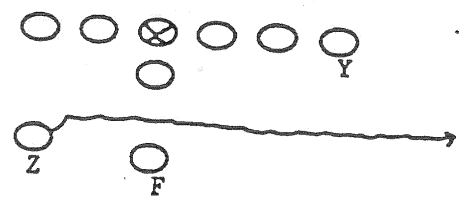
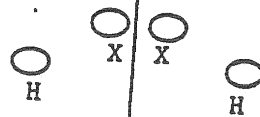
STRONG LEFT FLIP Z AWAY



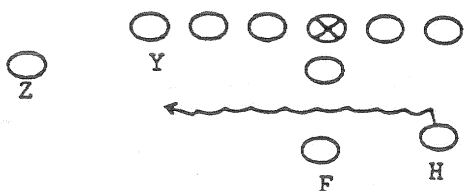
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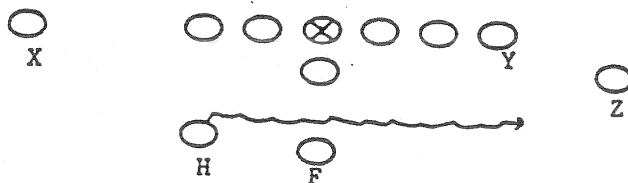
DOUBLE WING LEFT ZOOM LEFT
(ZOOM - FROM BACKFIELD POSITION)



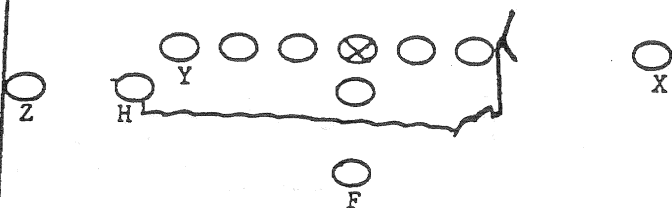
DOUBLE WING RIGHT ZOOM RIGHT
(ZOOM - FROM BACKFIELD POSITION)



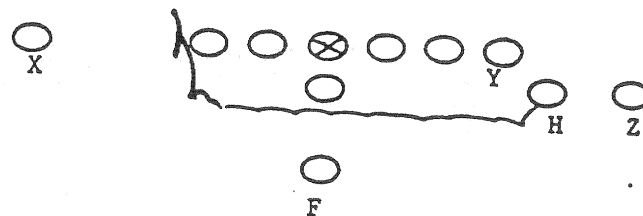
WEAK LEFT HUM LEFT



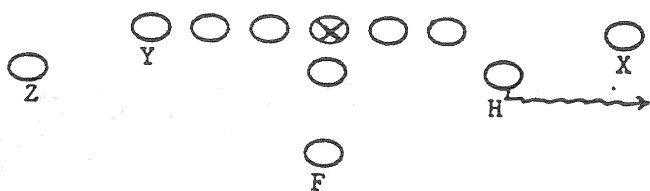
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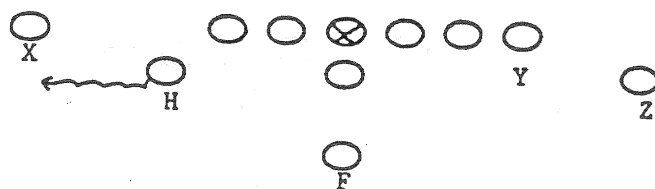
TRIPS LEFT CUTTER



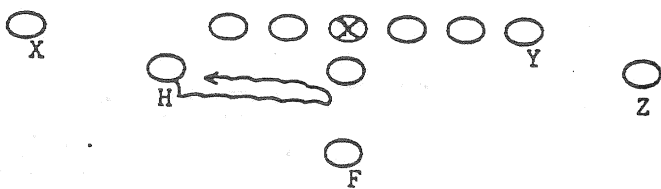
TRIPS RIGHT CUTTER



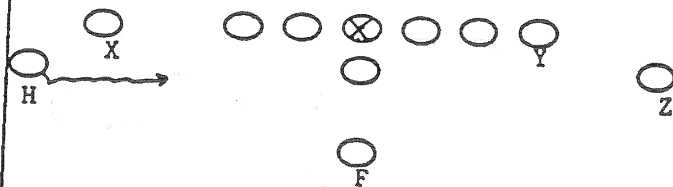
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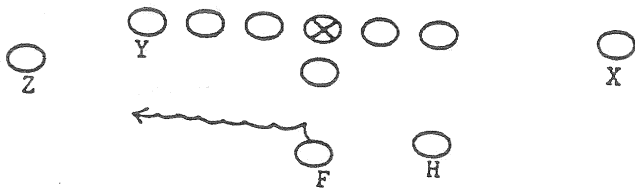
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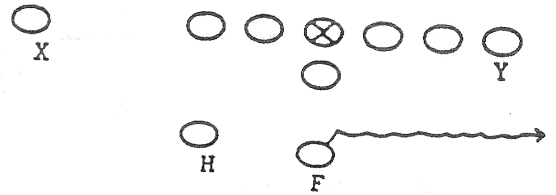
DOUBLE RIGHT HUM RETURN



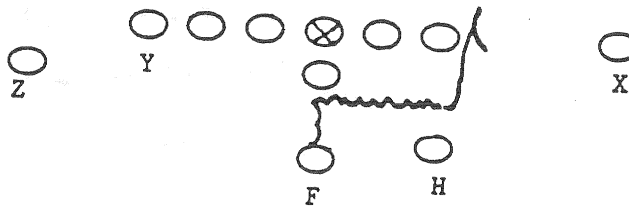
FAR DOUBLE WING RIGHT HUM SHORT



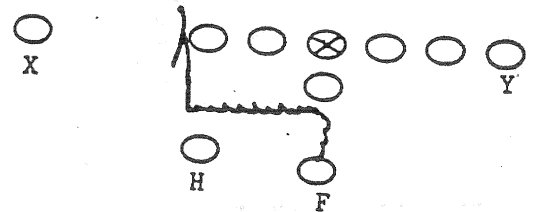
WEAK LEFT FLY LEFT



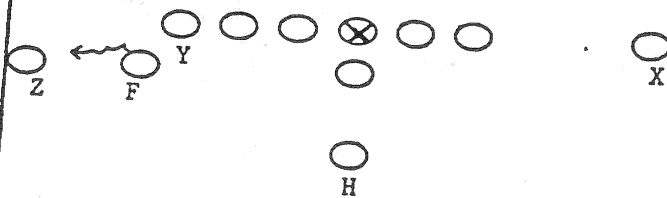
WEAK RIGHT FLY RIGHT



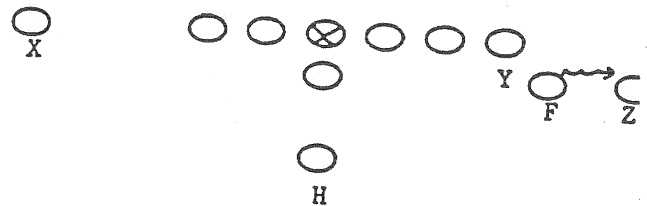
WEAK LEFT BRAD CUTTER



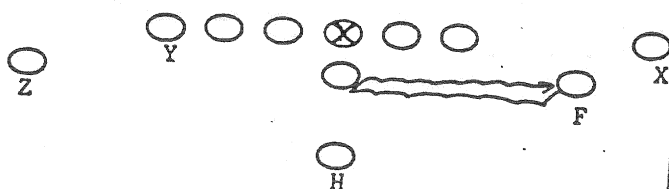
WEAK RIGHT JOHNNY CUTTER



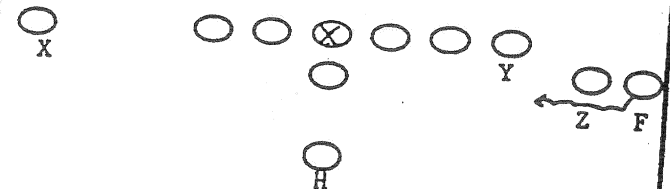
TRIPS LEFT CHANGE FLY AWAY



TRIPS RIGHT CHANGE FLY AWAY

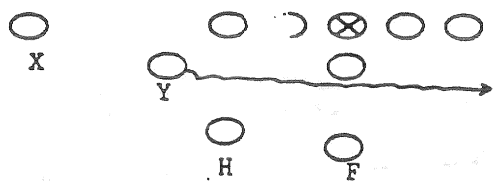


DOUBLE WING LEFT CHANGE FLY RETURN

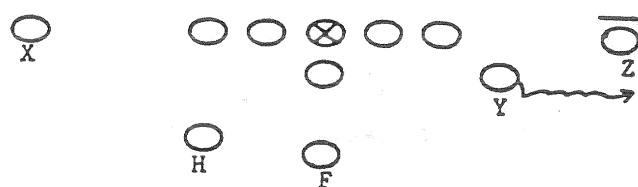


TRIPS RIGHT OUTSIDE CHANGE FLY SHORT

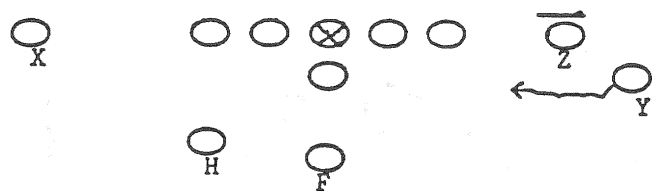
MOTION
Y MOTION



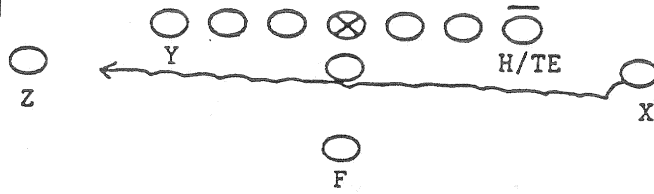
WEAK RIGHT Y RIGHT



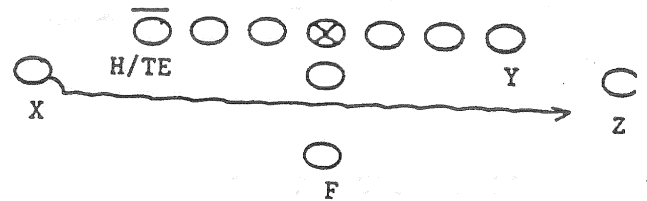
WEAK RIGHT Y AWAY



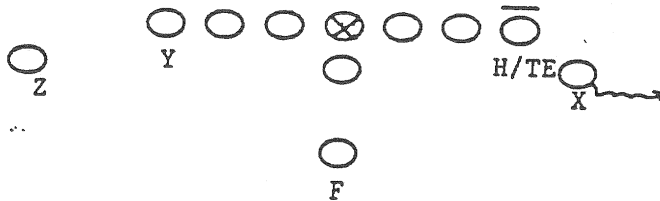
WEAK RIGHT Y SHORT



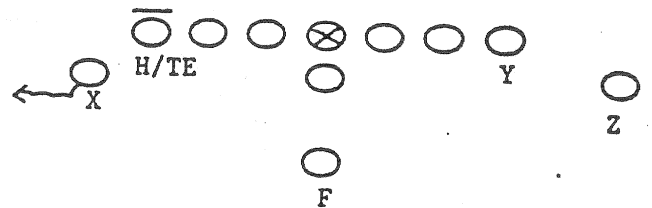
DOUBLE LEFT X LEFT



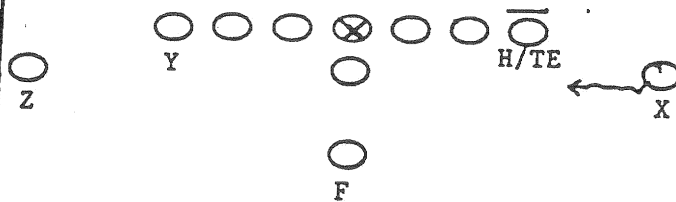
DOUBLE RIGHT X RIGHT



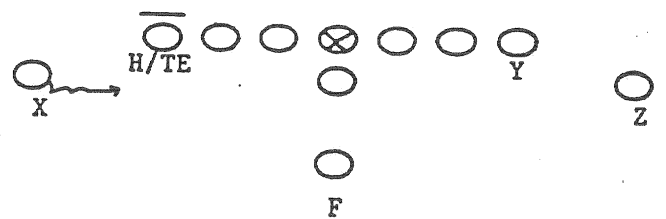
DOUBLE LEFT X AWAY



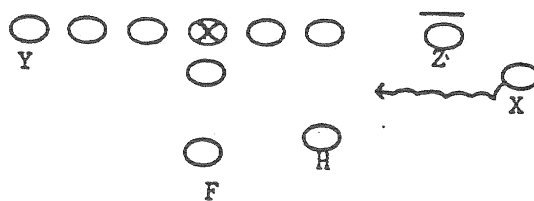
DOUBLE RIGHT X AWAY



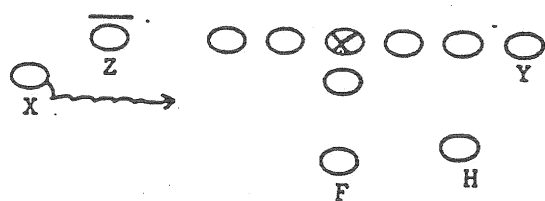
DOUBLE LEFT X SHORT



DOUBLE RIGHT X SHORT



WEAK LEFT FLIP X SHORT



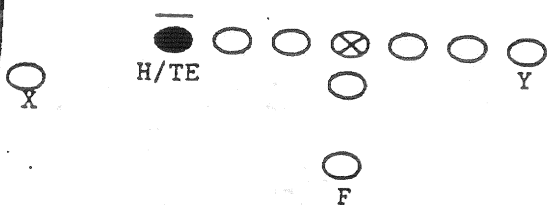
STRONG RIGHT FLIP X SHORT

H (F) - T.E. REPLACES BACK - ASSUMES BACK ASSIGNMENT

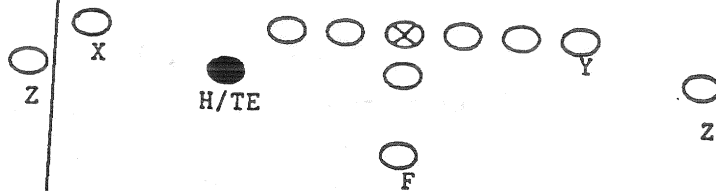
NOTE: WHEN PLACED IN MOTION, USE PLAYERS NAME - ("MARK" RIGHT)

EXAMPLES OF H (F) -

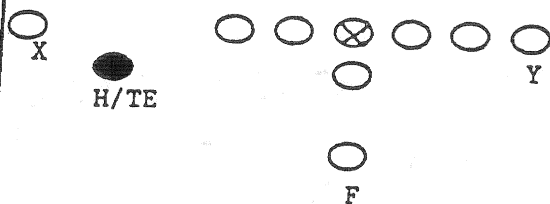
T.E. REPLACES H (F)



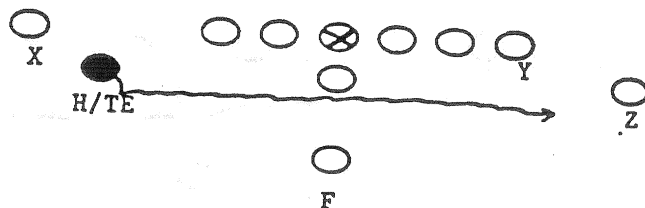
DOUBLE RIGHT



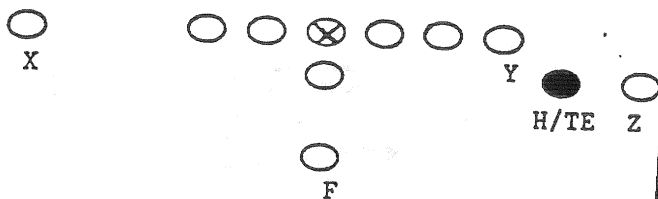
DOUBLE RIGHT



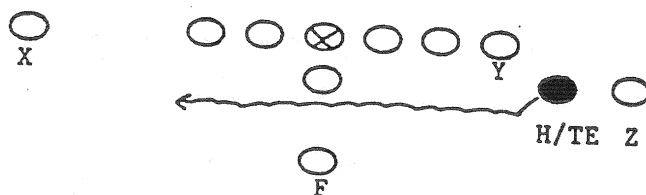
DOUBLE WING RIGHT



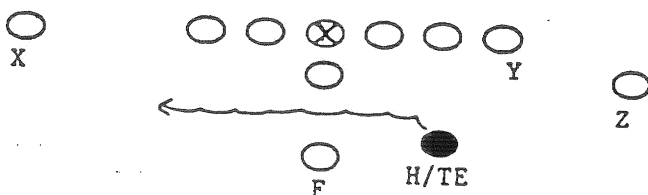
DOUBLE WING RIGHT "MARK" RIGHT



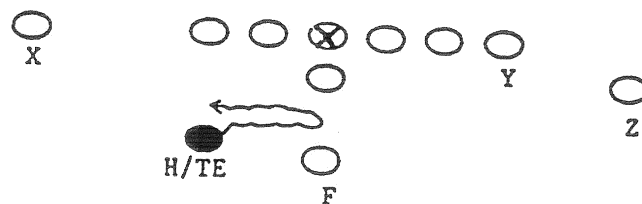
TRIPS RIGHT



TRIPS RIGHT "KEN" RIGHT

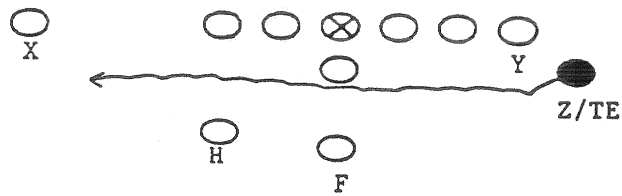


STRONG RIGHT "CORWIN" RIGHT

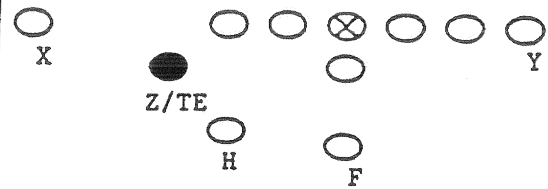


WEAK RIGHT "PAT" RETURN

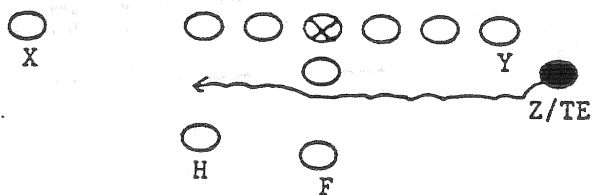
EXAMPLES OF Z (T E. REPLACES Z)



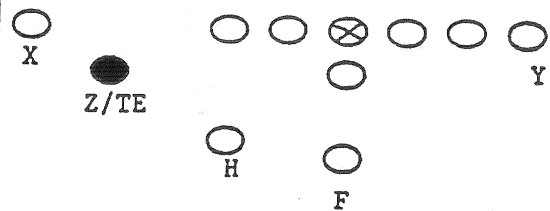
WEAK RIGHT CLOSE "MARK" LEFT



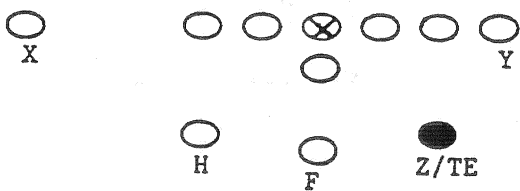
WEAK RIGHT ZIP



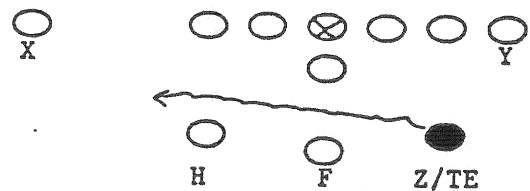
WEAK RIGHT ZIPPER
NOTE: PLAYER'S NAME CAN ALSO BE USED



WEAK RIGHT FLIP

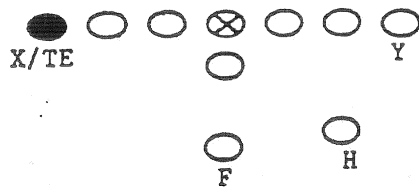


WEAK RIGHT Z BACK

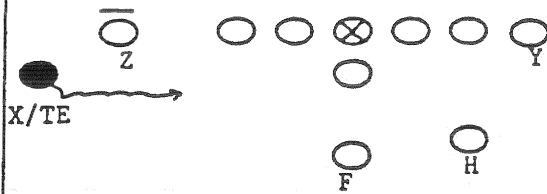


WEAK RIGHT ZOOM LEFT
NOTE: PLAYER'S NAME CAN ALSO BE USED

EXAMPLES OF X - (T.E. REPLACES X)



Z



(X)
STRONG RIGHT TIGHT

(X)
STRONG RIGHT FLIP "MARK" SHORT
NOTE: X MUST BE OFF BALL

HOW WE CALL A PLAYRUNPASS

WEAK ----- BACKS ----- DOUBLE

RIGHT ----- TIGHT END ----- LEFT

FLIP ----- WIDE RECEIVER -----

Z RIGHT ----- MOTION ----- HUM LEFT

17 ----- SERIES/HOLE/PROTECTION ----- 77

CALL ----- BLOCKING SCHEME/TAG ----- DRAG HOOK

ON 2 ----- SNAP COUNT ----- 100

----- CENTER LEAVES -----

ON 2 ----- REPEAT SNAP COUNT ----- 100

READY ... ----- PREPARE ----- READY ...

BREAK (CLAP) ----- BREAK HUDDLE ----- BREAK (CLAP)

(APPROACH L.O.S. IN BUSINESS LIKE, DETERMINED MANNER.)

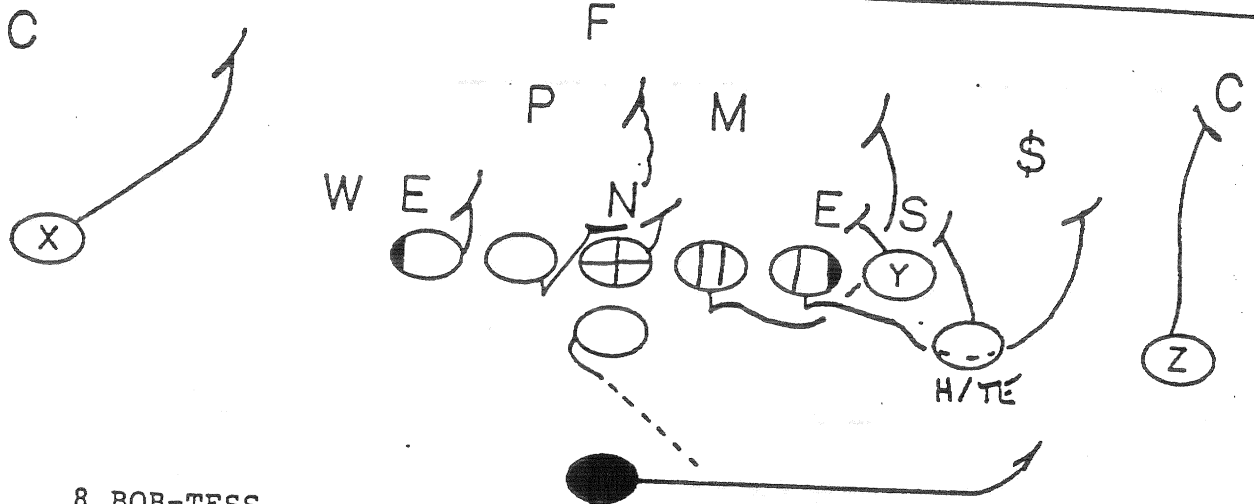
SINGLE DIGIT SERIES

PLAY

PAGE

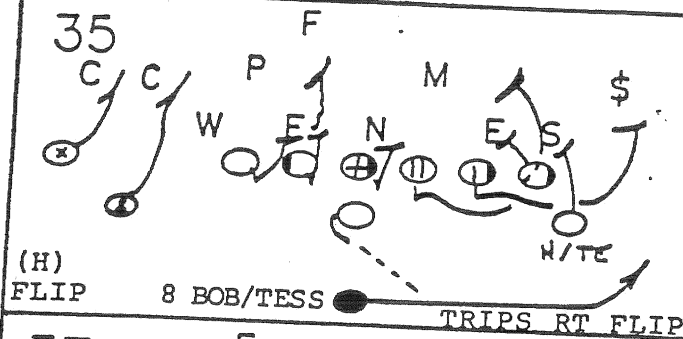
FLIP 8-9 BOB-TESS

SD-1/2

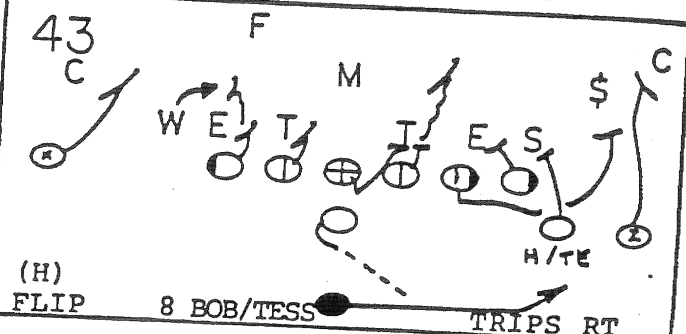


(H)
FLIP 8 BOB-TESS

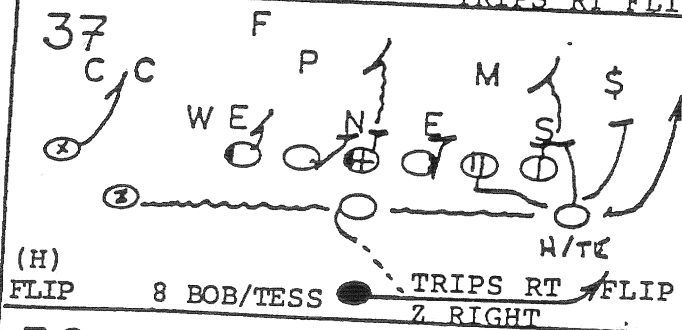
TRIPS RIGHT



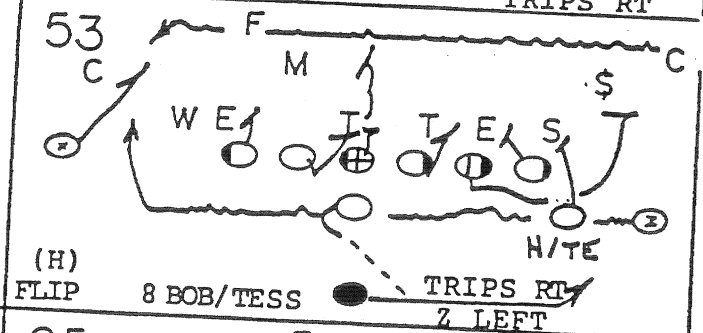
(H)
FLIP 8 BOB/TESS TRIPS RT FLIP



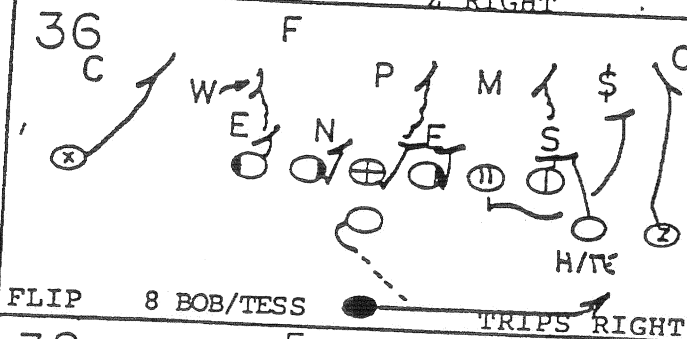
(H)
FLIP 8 BOB/TESS TRIPS RT



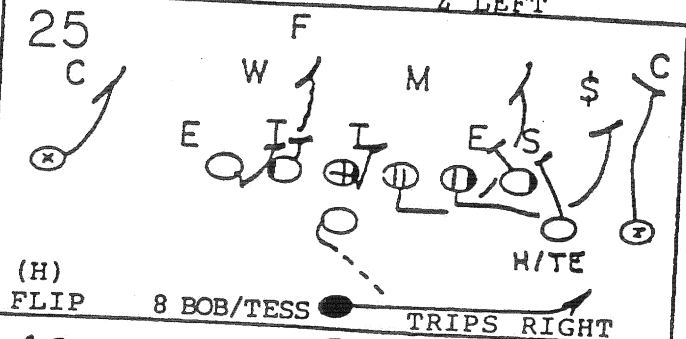
(H)
FLIP 8 BOB/TESS TRIPS RT FLIP Z RIGHT



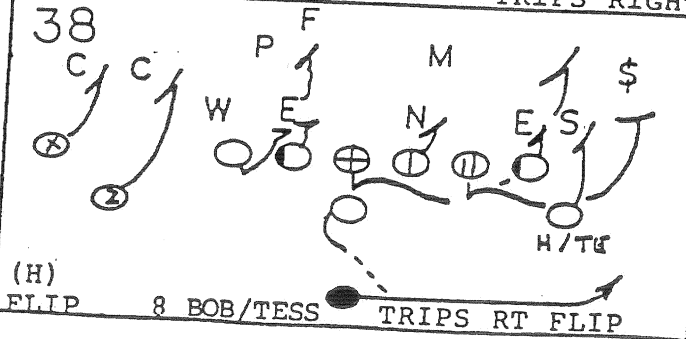
(H)
FLIP 8 BOB/TESS TRIPS RT Z LEFT



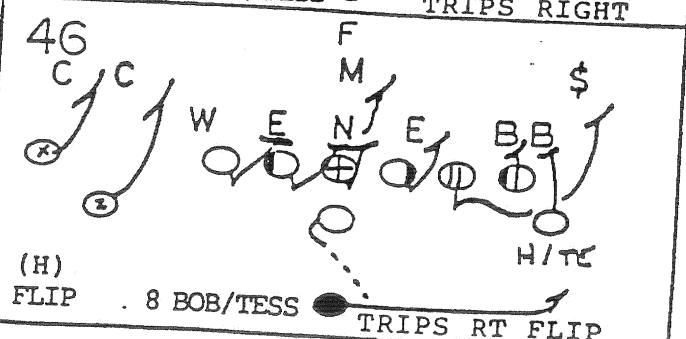
FLIP 8 BOB/TESS TRIPS RIGHT



(H)
FLIP 8 BOB/TESS TRIPS RIGHT



(H)
FLIP 8 BOB/TESS TRIPS RT FLIP



(H)
FLIP 8 BOB/TESS TRIPS RT FLIP

PLAY DESCRIPTION - Quick pitch to back in the Fullback position with Bob-Tess blocking. Bob blocking is "H" or H's sub blocking outside linebacker with tackle pulling and blocking the force!

CENTER - Block "O" (Playside gap technique). If covered by a line-backer, "Gap" with onside guard. If uncovered, make NAME CALL to onside guard -- Pull and block onside linebacker.

ON GUARD - Block #1 - If #1 is a linebacker, PULL - getting width and depth and block the onside linebacker. If covered by a down lineman -- alert for "GAP" or NAME CALL!

ON TACKLE - PULL - getting some width and depth and BLOCK FORCE. Always work for defenders outside number. If he crosses original line of scrimmage, kick him out.

OFF GUARD - Block #1 - (Playside gap technique). Alert for B-1 call vs a stack or A-B-1 Call vs a triple look!

OFF TACKLE - Block #2 - (Playside gap technique). Alert for B-1 Call or A-B-1 Call from offside guard. This is an alert to cutoff. the defender aligned on the guard -- may need to use a "CUT" Technique

TIGHT END - Block #2

If you are covered and the tackle is covered, block down.
 If you are covered and the tackle is uncovered, block the man over you. Alert for a Quad Call if H is in a Trips position.

"H-BACK" - Trips alignment -- Pin the Sam linebacker inside.
 Probable "H" personnel.

"F-BACK" - Ball carrier - Explode out of your stance laterally. Secure the pitch and run to break contain. Get upfield on first opportunity outside the Bob Block.

QUARTERBACK - Reverse pivot to 5 o'clock (7 o'clock) - Two hand dead pitch the ball to the ball carrier while bringing your trail foot even - Lead him with the pitch.

"Z" - Block Deep Third.

"X" - Block Cutoff.

TEEN SERIES

<u>PLAY</u>	<u>PAGE</u>
10-11 CWM	TEEN 1/2
HB 12-13 TRAP (STRONG)	TEEN 3/4
HB 12-13 TRAP (WEAK)	TEEN 5/6
14-15 CWM	TEEN 7/8
HB 14-15 TRAP (STRONG)	TEEN 9/10
HB 14-15 TRAP (WEAK)	TEEN 11/12
16-17 BOSS, ZEUS (STRONG)	TEEN 13/14
16-17 CALL (WEAK)	TEEN 15/16
16-17 EMOL, KICK (WEAK)	TEEN 17/18
16-17 WHAM (STRONG)	TEEN 19/20
16-17 CRUNCH BOSS, ZEUS	TEEN 21/22
16-17 BOSS BACK	TEEN 23/24
16-17 ZEUS BACK	TEEN 25/26
16-17 KICK BACK	TEEN 27/28
18-19 BOSS, ZEUS, MATCH	TEEN 29/30
18-19 ZEUS BACK	TEEN 31/32
18-19 M (WEAK)	TEEN 33/34
18-19 EMOL, KICK	TEEN 35/36

<p>C</p> <p>ATTACK - ANGELS (ODD/EVEN) (H) 10</p>	<p>F</p> <p>DOUBLE RIGHT</p>
<p>35</p> <p>(H) 10</p> <p>WEAK RIGHT</p>	<p>43</p> <p>(F) QB-AUDIBLE TO 14/15</p> <p>TRIPLE RT BOX</p>
<p>37</p> <p>(F/X) 11</p> <p>COLTS RIGHT</p>	<p>53</p> <p>(H/X) 11</p> <p>TRIPS RIGHT TITE</p>
<p>36</p> <p>(H) QB--AUDIBLE TO 14/15</p> <p>TRIPS RT BOX</p>	<p>25</p> <p>(F) 10</p> <p>TRIPLE RT BOX</p>
<p>38</p> <p>(H) QB-AUDIBLE TO 14/15</p> <p>DOUBLE RIGHT</p>	<p>39</p> <p>QB-AUDIBLE TO 14/15</p> <p>(GAME PLAN)</p>

10-11 CHECK WITH MERULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: 10-11 CHECK WITH ME. QB will call the play the play to the side of the shaded nose tackle and bubble over the guard. If guards covered by down lineman, audible to 14-15. This is a good change up from our Power and Full Zone schemes.

CENTER: Block "O" (Base Drive or Drive and Torque). Get movement on the defender - make him take a side.

ON GUARD: Block #1 (Drive technique). When covered by a linebacker, take short lead step with inside foot and block linebacker in Numbers.

ON TACKLE: Block #2 (Drive technique). Drive tight on inside number.

OFF GUARD: Block #1 (Drive technique). When covered by a linebacker, take short lead step with inside foot and block linebacker in Numbers. If covered by a down lineman, drive tight on inside number. Make "B" call if covered by down lineman and tackle covered by linebacker. Execute power "B".

OFF TACKLE: Block #2 (Drive technique). Drive tight on inside number. Alert for "B" call. Execute power "B".

TIGHT END:Onside

When tackle is covered, drive on your defender's inside number.
When T bubble, power scoop with OST

Offside

Cutoff inside number. No "Zone it". Alert for "C" and "B-C" situations.

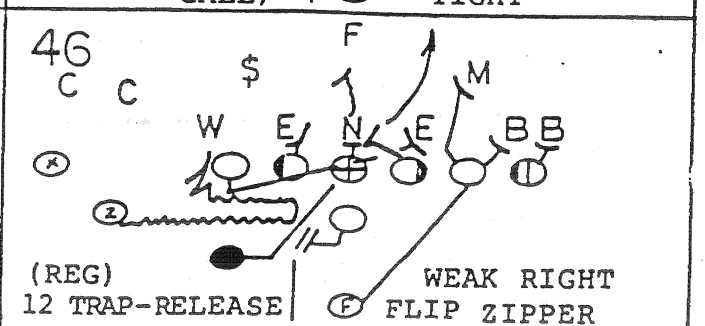
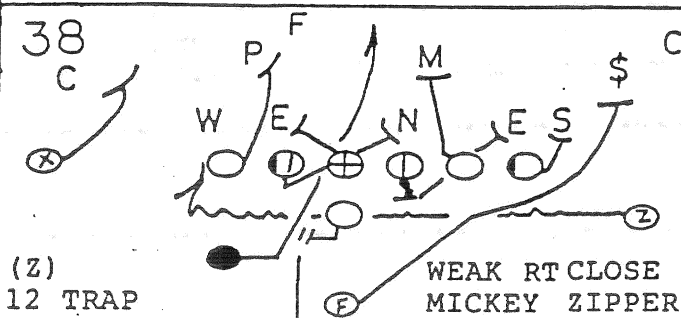
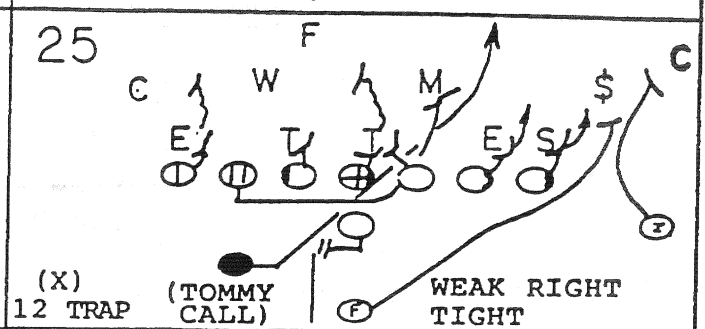
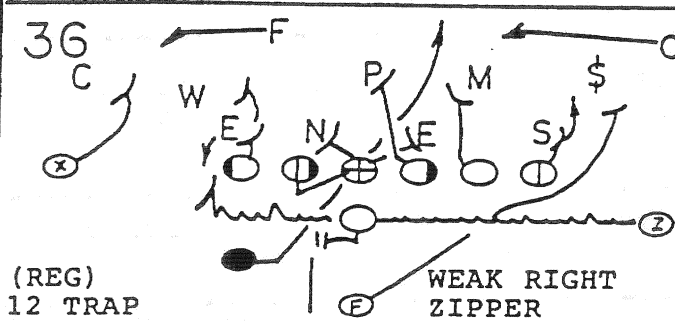
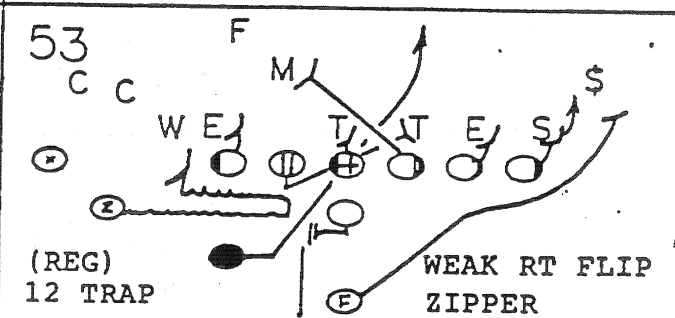
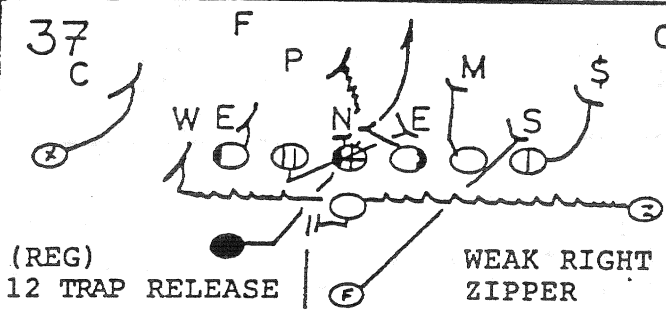
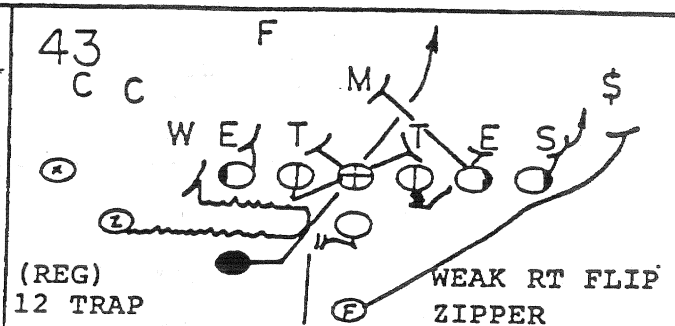
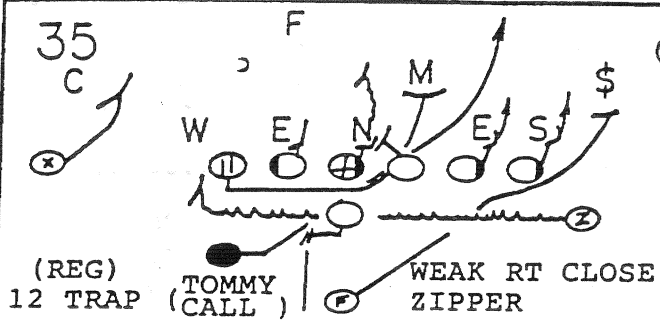
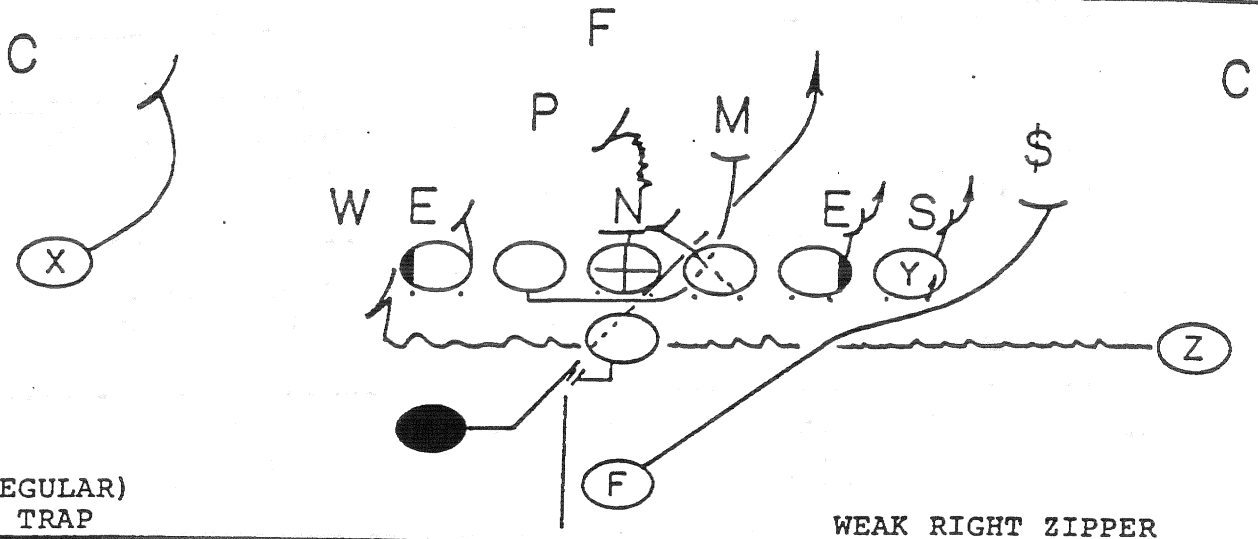
"H-BACK": N/A

"F-BACK": Ball carrier - Aiming point is outside leg of the center. Read the center's block on the shaded nose and get upfield. Use Drop Step Technique.

QUARTERBACK: Open up at 6 o'clock to the side that the play is called. Get the ball to the ball carrier as deep as possible. Continue on course after hand off and set up to pass.

"Z": Block Deep 1/3.

"X": Block Deep 1/3.



PLAY DESCRIPTION - Quick hitting trap to Halfback from either balance or staggered backs. It is important to have a blocker in the "ZIP" area. Offensive line will use 2-3 hole trapping rules with Fullback blocking "Boss" unless release is called.

CENTER - Block on -- Backside! Make calls according to alignment of the defensive front. 34--Odd--Ace; 35 or 25; Odd-Ace-"Tommy"; 43-Even; Triple-Odd-Ace-"Tommy"!

ON GUARD - First inside on or off L.O.S. Alert for ACE CALL! Covered by down lineman, "SHORTY" Call vs 3 technique. 1 or 2 technique -- make "I Call" -- Influence and block defender aligned on the tackle

ON TACKLE - Block #2 (Drive thru outside number) - Grab - Pull technique -- If covered by linebacker, block inside number. Alert for "I Call" from onside guard -- Take flat release inside and block near number of first linebacker inside!

OFF GUARD - Pull and trap the Call -- Get on trapper's Arc and trap the first defender past the center - Box! Alert for "TOMMY CALL" -- Drive block inside number of defender aligned on you.

OFF TACKLE - Block #2 -- (Drive technique - inside number). Alert for "TOMMY CALL" -- Pull and trap the first defender past the Center - Box!

TIGHT END - Block #3

Onside

9 or 6 tech drive block the man on you
 7 tech, influence drive outside number,
 possible cutoff, possible release,
 possible Ted.

Offside

6 tech drive cut off
 9 tech wall, possible sift
 7 tech scramble

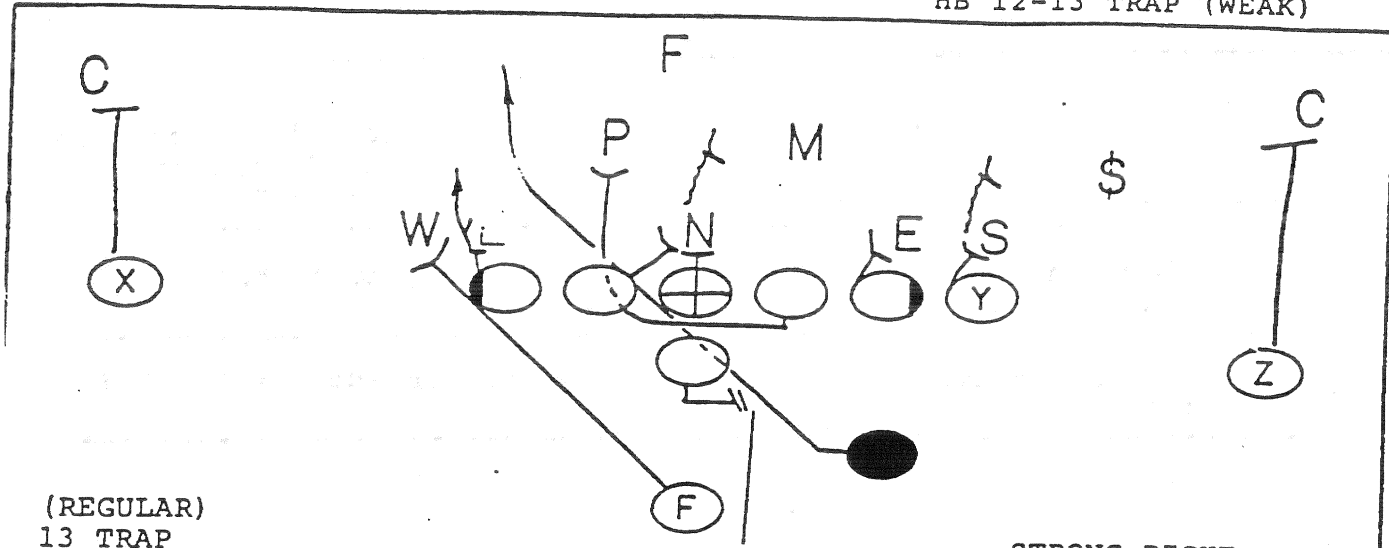
"H-BACK" - Ball carrier -- Explode out of stance at the outside leg of the center. Hug the double team and read the trap block. If tackle is trapping - (Tommy) Hesitate slightly.

"F-BACK" - Release strong to block the strong safety. If release is called, block number 3.

QUARTERBACK - Open to the ball carrier with your back to the hole to 6 o'clock - Do not block off the hole to the ball carrier - Look the ball into the ball carrier's pocket - Drop 5 steps and set to pass.

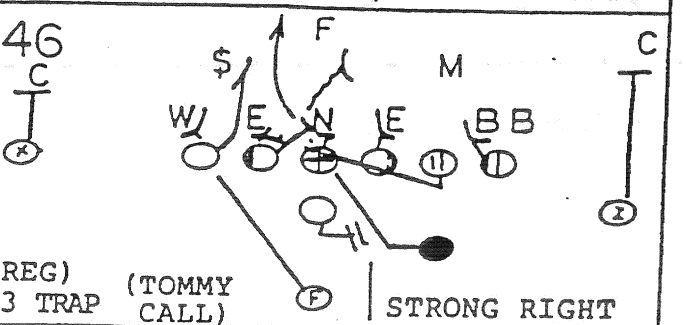
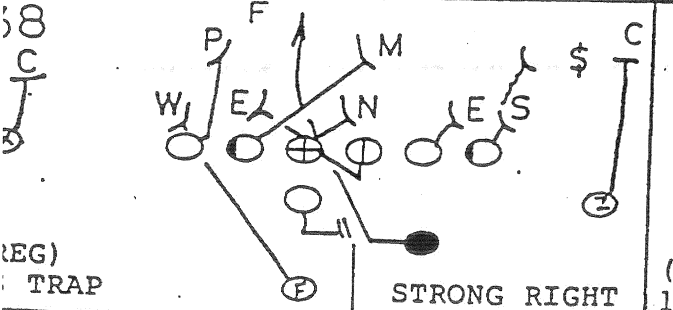
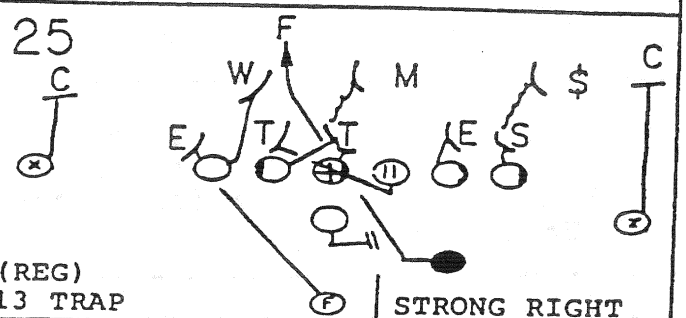
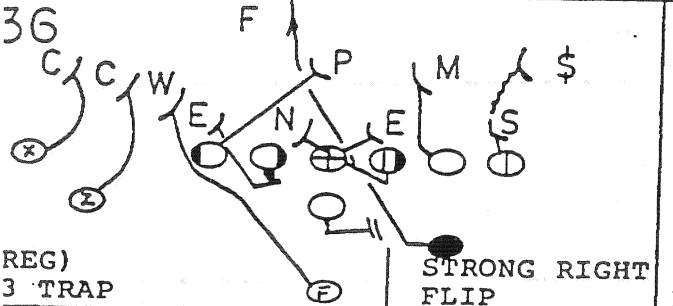
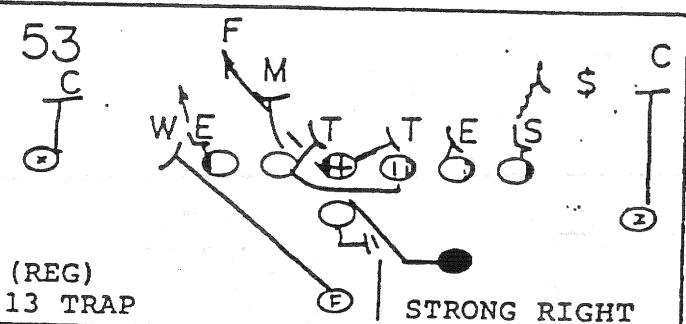
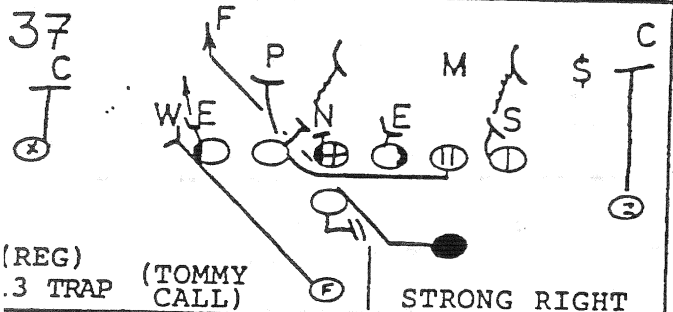
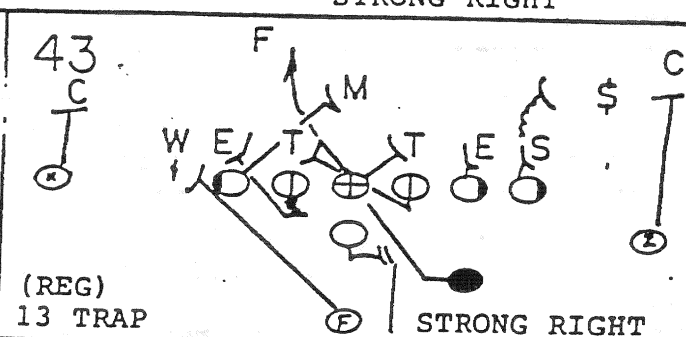
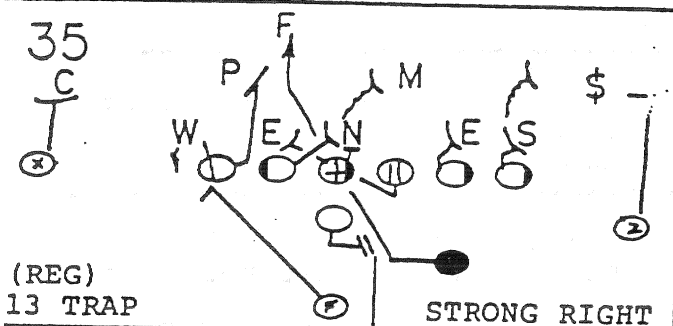
"Z" - Block Zip Area.

"X" - Block Deep Third.



(REGULAR)
13 TRAP

STRONG RIGHT



PLAY DESCRIPTION - Quick hitting trap to Halfback from either balanced or staggered backs. When the play is called away from formation strength the Fullback will be responsible for blocking EMOL.

CENTER - Block on - Backside! Make calls according to alignment of the defensive front (2-3 hole trapping rules).

ON GUARD - First inside on or off L.O.S. Alert for Ace Call! (2-3 hole trapping rules).

ON TACKLE - Block #2 (Drive through outside number) - Grab -- Pull technique. If covered by linebacker, block inside number. Alert for "I CALL" from onside guard -- take flat release inside and block near number of first linebacker inside.

OFF GUARD - Pull and trap the call -- Get on trapper's arc and trap the first defender past the center - Box. Alert for "Tommy Call" - Drive block inside number of defender aligned on you!

OFF TACKLE - Block #2 -- (Drive Technique - inside number). Alert for "TOMMY CALL" - Pull and trap the first defender past the center - Box!

TIGHT END - Onside

Not applicable

Offside

6 technique drive cutoff

9 technique wall, possible sift

7 technique scramble cutoff

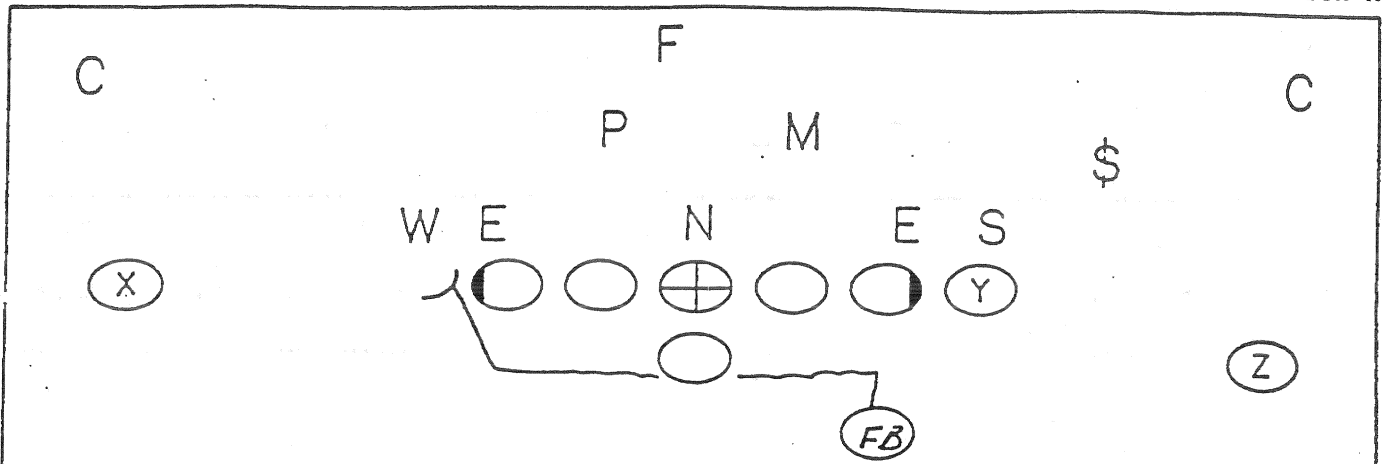
"H-BACK" - Ball carrier -- Explode out of stance at the outside leg of the center. Hug the double team and read the trap block. If tackle is trapping (Tommy) Hesitate slightly.

"F-BACK" - Block weakside EMOL. Kick him out.

QUARTERBACK - Open to the ball carrier with your back to the hole to 6 o'clock - Do not block off the hole to the ball carrier. Look the ball into the ball carrier's pocket - Drop 5 steps and set to pass. Underneath Handoff.

"Z" - Block Deep Third.

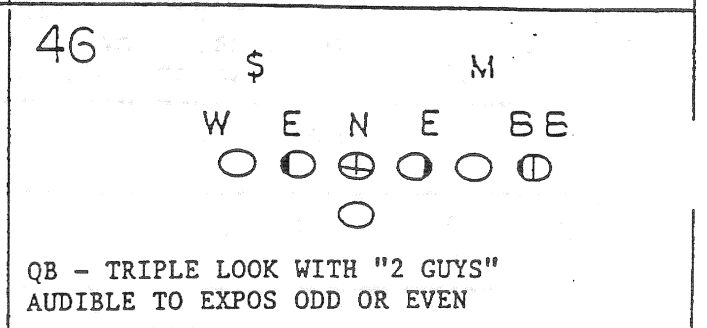
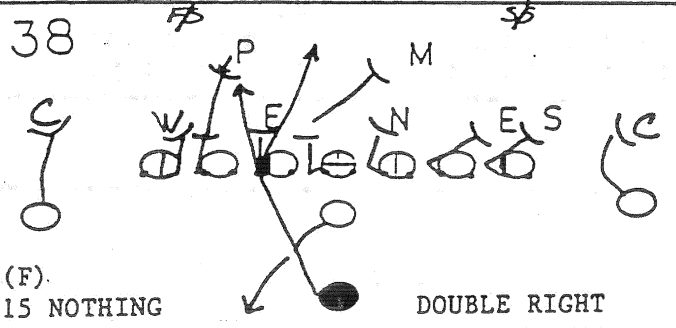
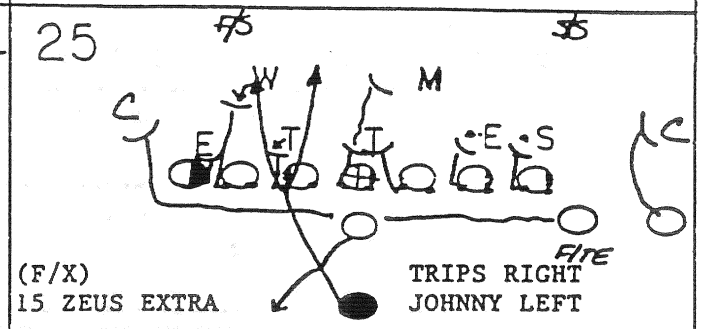
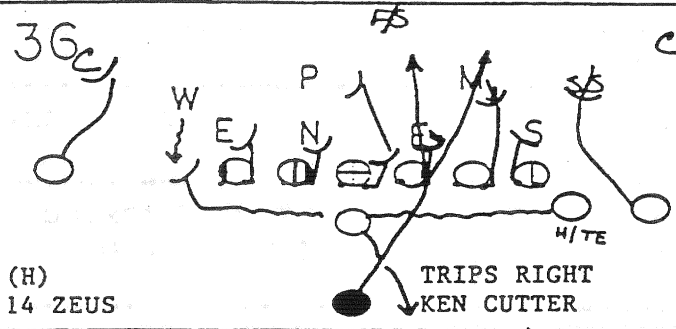
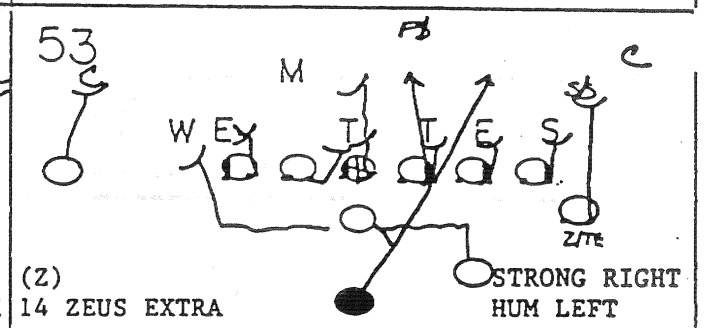
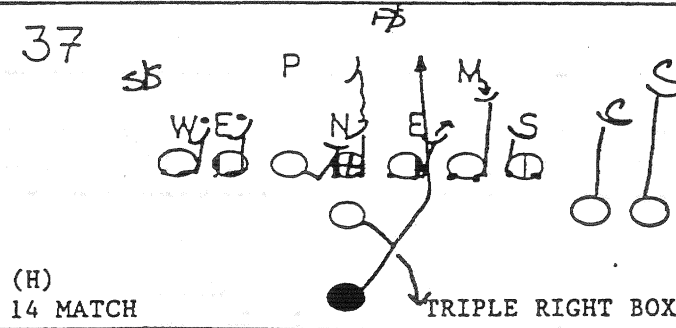
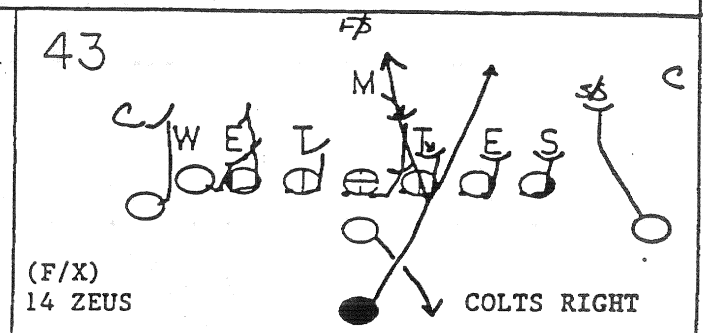
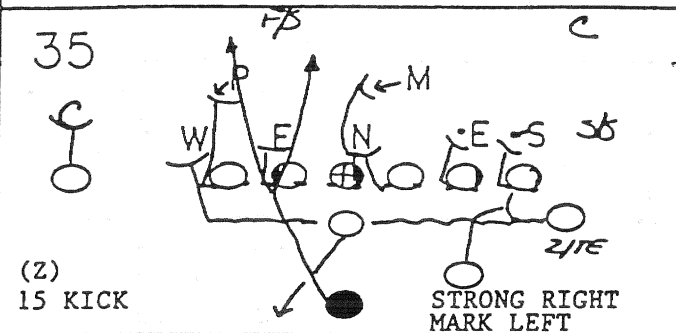
"X" - Block Deep Third.



ATTACK - CARDS (ODD/EVEN)

QB - AUDIBLE TO 16/17 (DODGERS ODD/EVEN)

STRONG RIGHT CHANGE
BRAD CUTTER



14-15 CHECK WITH ME
RULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: 14-15 CHECK WITH ME. QB will call play to the side where the guard is covered by a down lineman (preferably a 3 technique). If guard is covered by a bubble (34 Look), audible to 16-17. If triple look with 2 guys, audible to 18-19.

CENTER: Block "O". (Playside Gap Technique). If nose shaded, use solid shoulder on Backside "A". If covered by a linebacker or uncovered "Gap" with onside guard to middle or onside linebacker.

ON GUARD: Block #1 (Base Drive or Drive and Torque Technique - Block point between his sternum and outside number). NO CENTER HELP unless "Gap" call from center.

ON TACKLE: Block #2 (Base Drive or Drive and Torque Technique - Block a point between his sternum and outside number). If #2 is a linebacker, listen for alignment call from tight end -- 9 or 6 Lead Step -- block linebacker in numbers; 7 -- Zone step to linebacker.

OFF GUARD: Block #1 (Playside Gap Technique). When covered by a linebacker, Drop Zone - get "PUSH" on nose tackle. Make "B" call if covered by a down lineman and tackle is covered by a linebacker. Alert for B-1 or A-B-1 vs a triple look.

OFF TACKLE: Block #2 (Playside Gap Technique). When covered by a linebacker, get "PUSH" on defender aligned on the guard. Alert for B-call. Cutoff defender aligned on the guard - may use "CUT" Technique.

TIGHT END:

Onside

When O.S.T. is covered, inside number drive and torque. Vs T bubble, call your defenders alignment for the O.S.T. You're man vs 9; combo with O.S.T. vs 6 and 7

Offside

Cut-off inside number. Alert for "C" and "B-C" Situations.

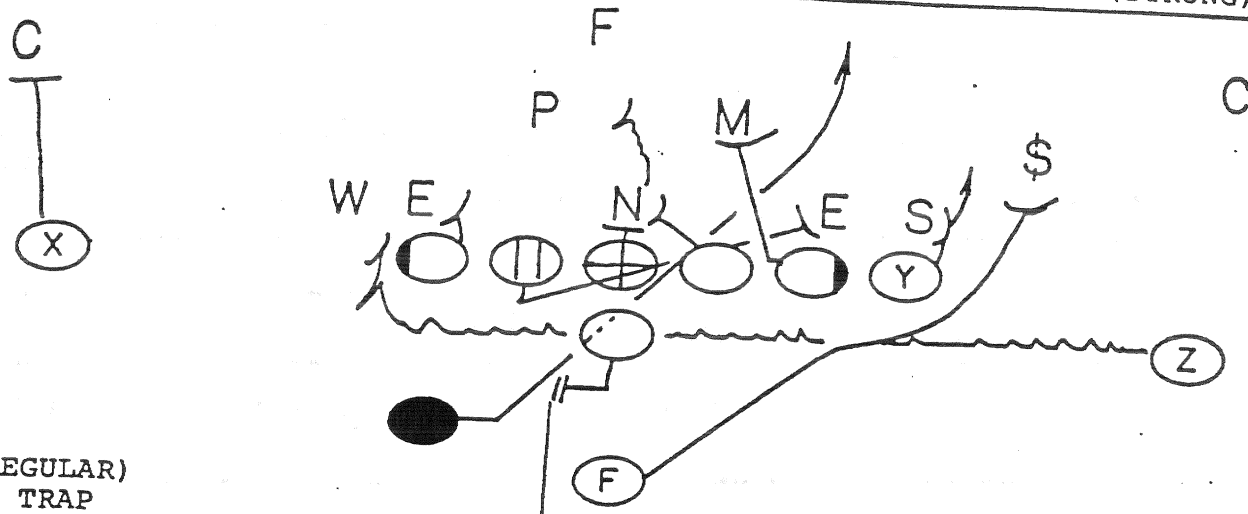
"H-BACK": Block Emol - If Emol is a down lineman, use cut block.

"F-BACK": Ball carrier - Aiming point is outside leg of onside guard. Read guard's block and get upfield. Use Drop Step Technique.

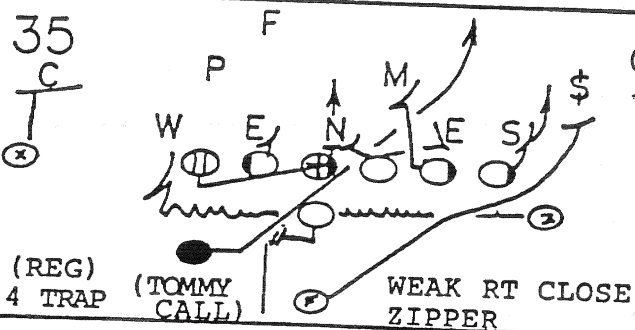
QUARTERBACK: Open up at 5:30 (6:30 when going left) when the play is called to the right. Get the ball to the ball carrier as deep as possible. Continue on course after hand off and set up to pass.

"Z": Block Deep 1/3.

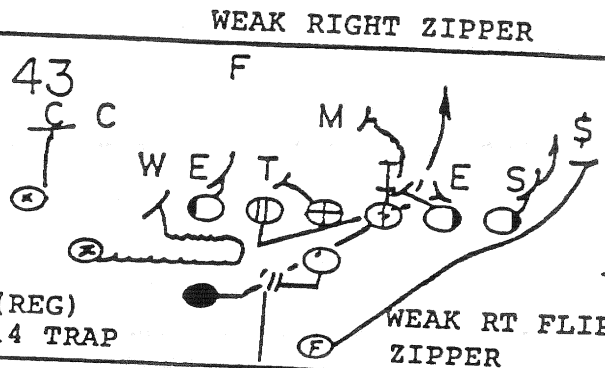
"X": Block Deep 1/3.



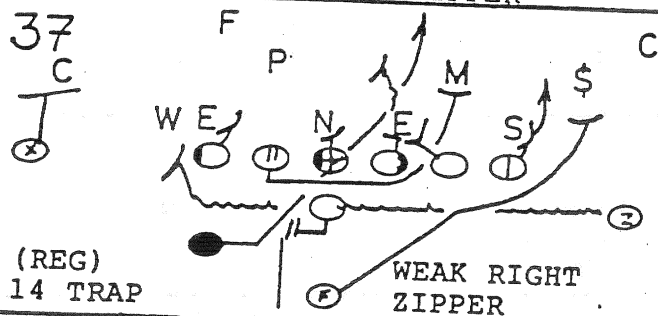
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14 TRAP



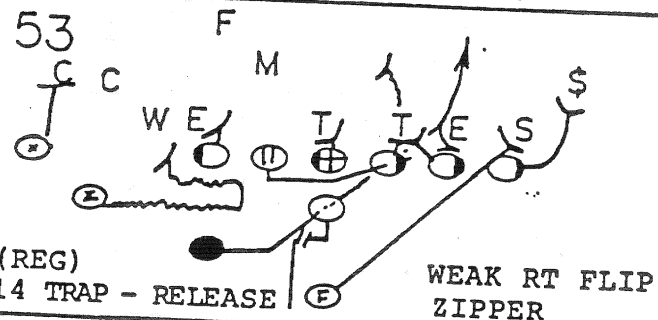
(REG)
14 TRAP



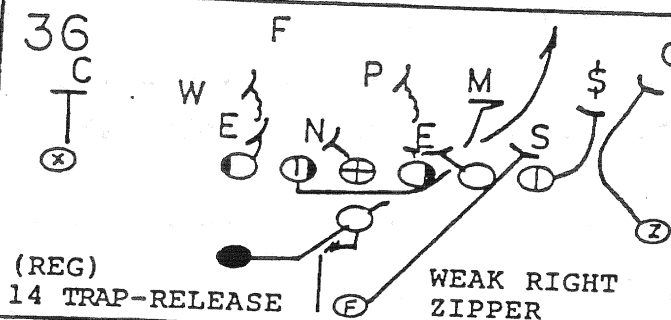
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14 TRAP



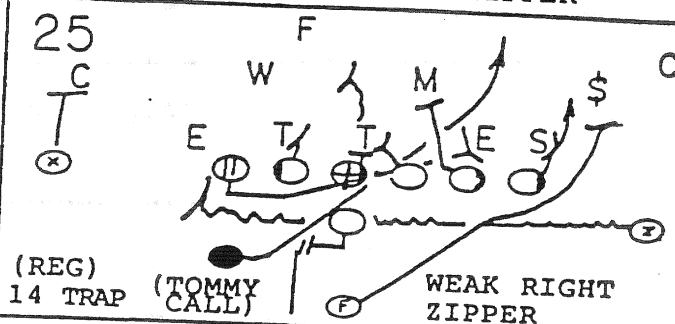
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14 TRAP



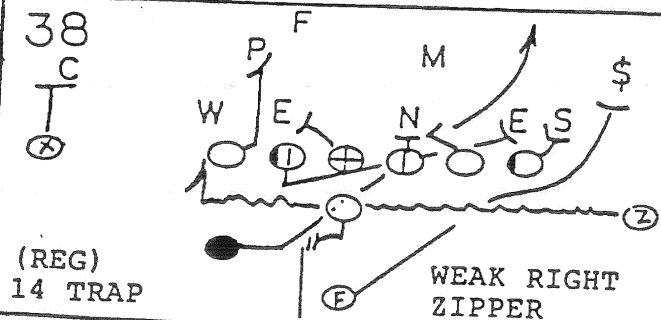
(REG)
14 TRAP - RELEASE



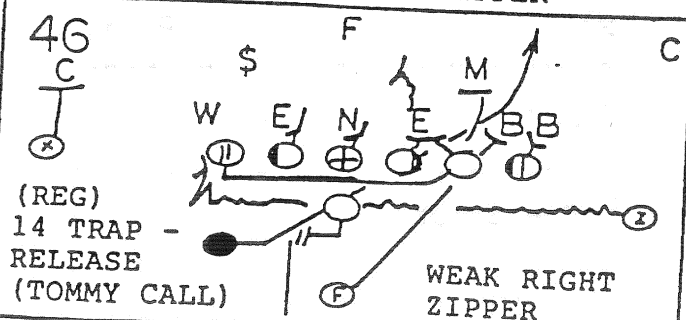
(REG)
14 TRAP-RELEASE



(REG)
14 TRAP (TOMMY
CALL)



(REG)
14 TRAP



(REG) 14 TRAP -
RELEASE
(TOMMY CALL)

PLAY DESCRIPTION - Quick hitting trap to Halfback from either balanced or staggered backs. Offensive line will use 4-5 hole trapping rules with Fullback blocking "Boss" unless release is called.

CENTER - Block on -- Backside! Make calls according to alignment of the defensive front.

ON GUARD - First inside on or off L.O.S. Alert for ACE Call! Covered by down lineman -- Make DUCE CALL!

ON TACKLE - Take inside release to block middle or onside linebacker. Alert for DUCE CALL - Duce read to middle to backside linebacker. If covered by a linebacker, make EAGLE CALL - Duce read to backside linebacker.

OFF GUARD - Pull and trap the call -- Get on trapper's arc and trap the first defender past the onside guard - Box! Alert for EAGLE CALL - Pull and trap the linebacker over the outside tackle - Box! Alert for TOMMY CALL - Drive block inside number of defender aligned on you.

OFF TACKLE - Block #2 - (Drive technique -- inside number). Alert for "TOMMY CALL" - Pull and trap the first defender past the onside guard - Box!

TIGHT END - Block #3

Onside

9 or 6 tech drive block the man on you
7 tech influence drive outside #'s; cutoff
possible release, possible false Ted

Offside

6 tech drive cutoff
9 tech wall possible sift
7 tech scramble cutoff

"H-BACK" - Ball carrier - Same as 12/13 strong.

"F-BACK" - Release strong to block strong safety. If "Release" is called, block #3.

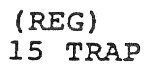
QUARTERBACK - Open to the ball carrier with your back to the hole to 6 o'clock. Do not block off the hole to the ball carrier - Look the ball into the ball carrier's pocket - Drop 5 steps and set to pass - Underneath handoff.

"Z" - Block Zip Area.

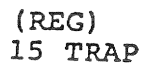
"X" - Block Deep Third.



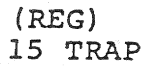
STRONG RIGHT



STRONG RIGHT

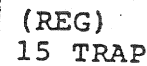


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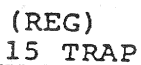


(TOMMY
CARE)

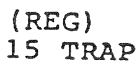
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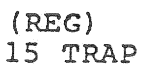
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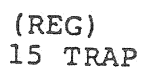
STRONG RIGHT



STRONG RIGHT



STRONG RIGHT



STRONG RIGHT

PLAY DESCRIPTION - Same backfield action as 12/13 Trap weak. The offensive line will use 4-5 hole trapping rules and the Fullback will be responsible for blocking EMOL!

CENTER - Block on -- Backside! Make calls according to alignment of the defensive front! (4-5 hole trapping rules).

ON GUARD - First inside on or off L.O.S. Alert for Ace Call! Covered by down lineman -- Make DUCE CALL! (9-5 hole trapping rules).

ON TACKLE - Take inside release to block middle or outside linebacker Alert for DUCE CALL - Duce read to middle to backside linebacker. (4-5 hole trapping rules).

OFF GUARD - Pull and trap the call -- Get on trapper's arc and trap the first defender past the onside guard - Box! Alert for EAGLE CALL - Pull and trap the linebacker over the onside tackle - Box! Alert for TOMMY CALL -- Drive block inside number of defender aligned on you!

OFF TACKLE - Block #2 -- (Drive technique - inside number). Alert for "TOMMY CALL" - Pull and trap the first defender past the onside guard - Box!

<u>TIGHT END</u>	<u>Onside</u>	<u>Offside</u>
	Not applicable	6 tech - drive cutoff
		9 tech - wall, possible sift
		7 tech - scramble cutoff

"H-BACK" - Ball carrier -- same as 12/13 trap weak.

"F-BACK" - Block the weakside EMOL. Kick him out.

QUARTERBACK - Open to the ball carrier with your back to the hole to 6 o'clock - Do not block off the hole to the ball carrier. Look the ball into the ball carrier's pocket - Drop 5 steps and set to pass. Underdeath Handoff.

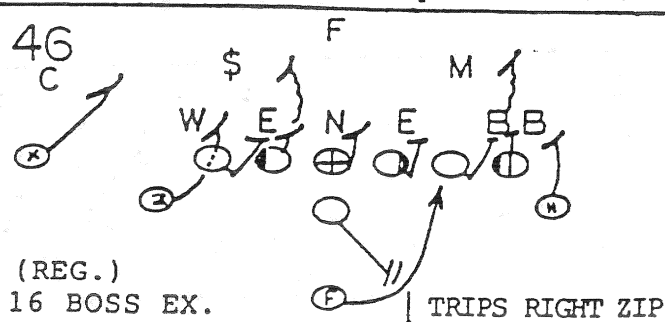
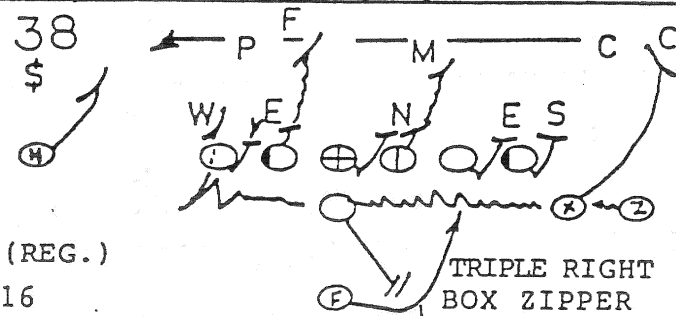
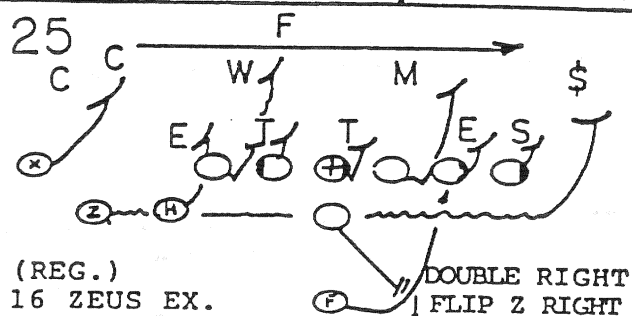
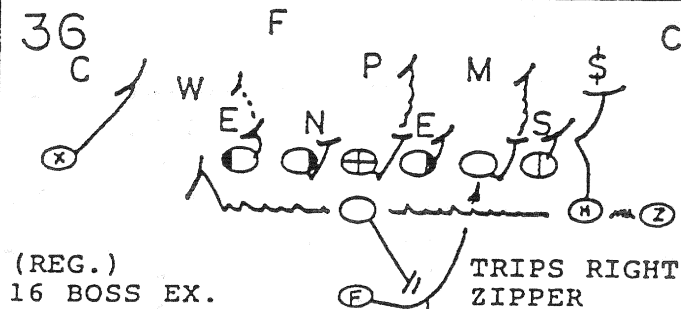
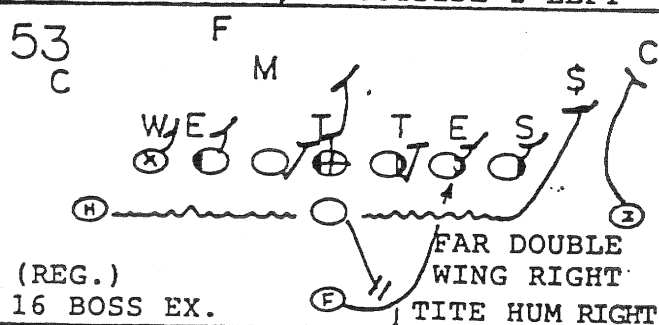
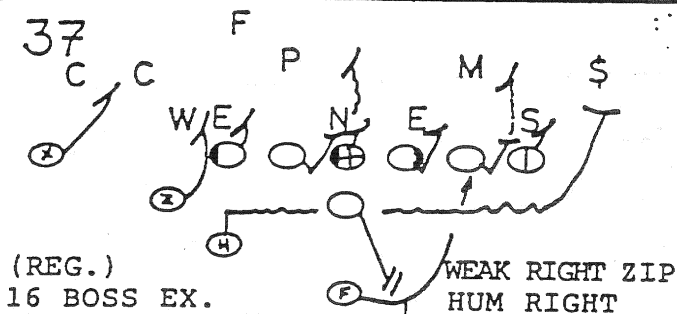
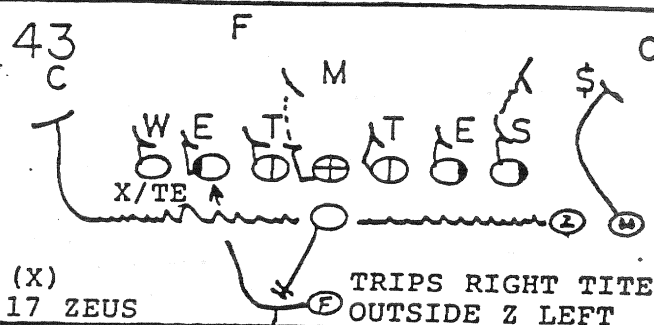
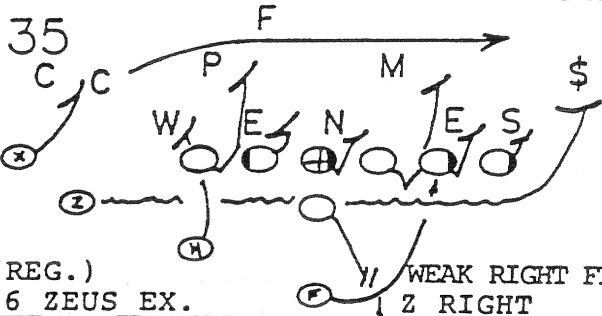
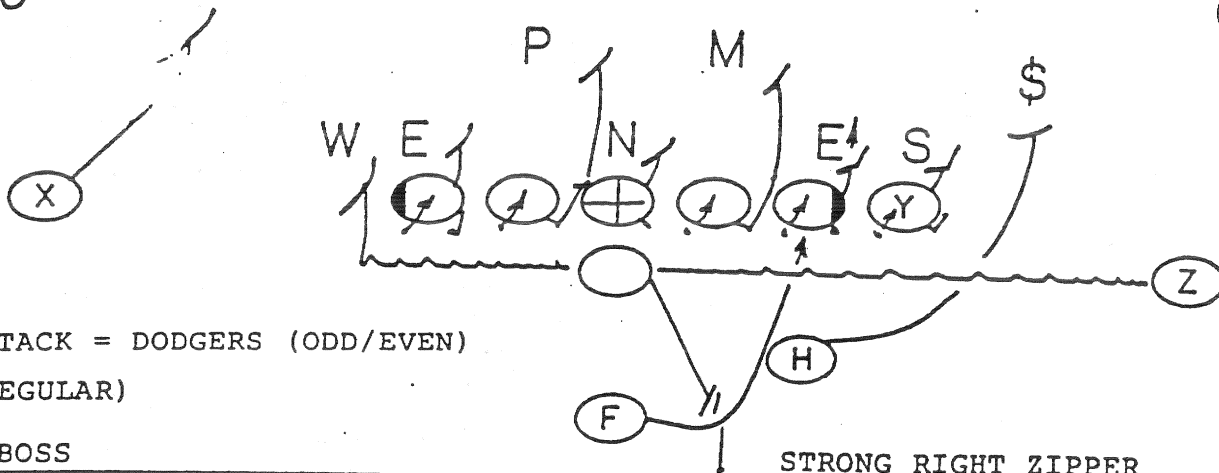
"Z" - Block deep third

"X" - Block deep third

C

F

C



PLAY DESCRIPTION - Strong side dive play with BELLY ACTION by the ball carrier with offensive front using power zone blocking principle Important that we get movement up front so that the back can find creases and run to daylight. Strong side blocking schemes will be Boss; Zeus; Boss and Zeus Extra; Easy!

CENTER - Block "O" - (Play side gap technique) - Zone step with near foot - drive on playside number to armpit. If covered by linebacker or uncovered "Gap" with onside guard to middle or onside linebacker.

ON GUARD - Block #1 (Drive technique - Block point between his sternum and outside number). If #1 is a linebacker, zone step - read defensive ends near hip. If covered by a down lineman - "Gap" with center to onside linebacker.

ON TACKLE - Block #2 (Drive technique - block point between his sternum and outside number - Create Stretch!) If #2 is a linebacker - zone step - read the defender aligned on tight end. Alert for scoop. If covered by down lineman, possible "POWER SLIP" with onside guard!

OFF GUARD - Block #1 - (playside gap technique) - When covered by a linebacker, zone step - Get "PUSH" on nose tackle. Make "B" call if covered by a down lineman and tackle is covered by a linebacker. Alert for B-1 or A-B-1 call vs a triple look.

OFF TACKLE - Block #2 - (playside gap technique) - When covered by a linebacker get "PUSH" on defender aligned on the guard. Alert for B-1 call - Cut off defender aligned on guard - may use "CUT" technique!

TIGHT END - Block #3 Onside
 9 tech zone step outside foot. Target outside number.
 6 tech zone step outside foot on little finger, target chin.
 7 tech zone step inside foot. Target between numbers. If tackle call man, scoop is off.

Offside
 6 tech drive cutoff. Poss "C" with tackle.
 9 tech wall. Poss sift
 7 tech scramble cutoff
 "Alert" for B-C Call

ALERT: "SCOOP" your call with covered 6 or 7 tech and tackle is uncovered.

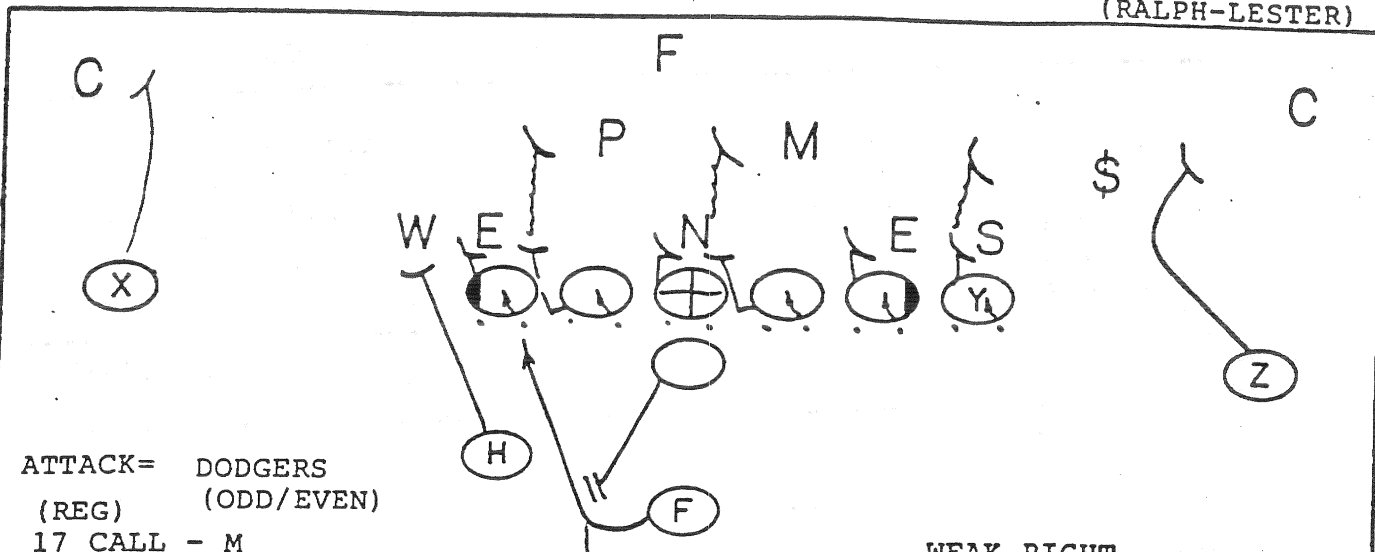
"H-BACK" - On Boss - Block force. Be alert for force coming inside the Y's block. Aiming point on the defender is outside number to armpit. Stretch it. On Zeus - block 1st man outside tackle. Get into L.O.S. to get him cut off.

"F-BACK" - Ball carrier - feet are 6½ yds deep - Use drop open, cross-over, then plant step to get width. Roll into the hand-off getting shoulders square. Aiming point is tackle's butt. Get into linemen's heels before you make a cut. Run to daylight.

QUARTERBACK - Open step 45° to the side of the hole called. Get the ball to the ball carrier as deep as possible. Look the ball into his pocket - Ball carrier's aiming point is tackles butt - Drop 5 quick steps and Fake Rambo. NOTE: If S/S in position where "Z" can't block him, Audible away! (3 Buzz or S/S on L.O.S.)

"Z" - Boss-Block deep third - Zipper motion block zip area.
 Zeus - Block force.

"X" - Block Cutoff.



PLAY DESCRIPTION - This play will always be run to weakside (away from Y) with two backs in backfield. The term "CALL" means inside tackle will call blocking scheme at LOS. MONGO = Man Blocking with Power Zone Principles! RALPH or LESTER - Fan Blocking versus a reduction (5 Look) on a 34 Front with defensive end aligned inside eye or shoulder.

CENTER - Block "O" - (Playside Gap Technique) - Same as 16-17 (Strong).

ON GUARD - LISTEN FOR THE CALL! "M" Call - Man Blocking with Power Zone Blocking Principles - Possible Gap or Slip! RALPH or LESTER - FAN - Block first man on LOS - Drive Technique - Get Movement!

ON TACKLE - MAKE THE CALL! "M" CALL - if covered by down lineman align head up on outside eye! Man Blocking with Power Zone Principles. RALPH or LESTER - "Fan" versus a Reduce Look (5 Look your side) or versus a 34 Look and defensive end aligns inside half. Block Second man on LOS - Drive Technique - Get movement!

OFF GUARD - Block #1 - (Playside Gap Technique) - Same as 16-17 (Strong).

OFF TACKLE - Block #2 - (Playside Gap Technique) - Same as 16-17 (Strong).

TIGHT END - Onside
 Not Applicable

Offside
 6 Tech - Drive cut-off possible seal with tackle
 9 Tech - Wall, Possible Sift
 7 Tech - Scramble - cut-off
 Alert for B-C Call

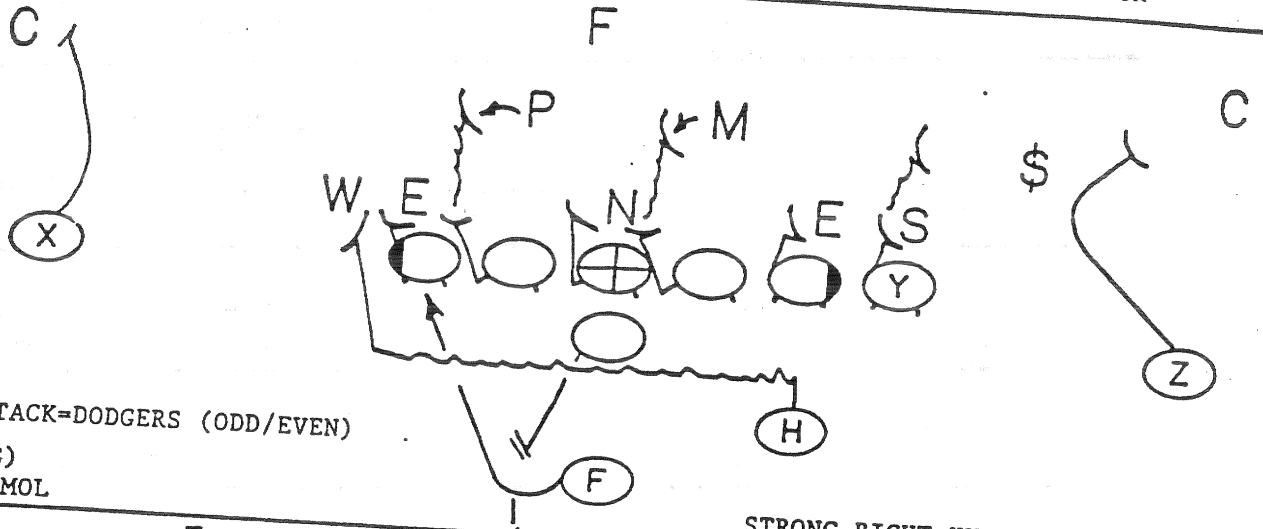
"H-BACK" - LISTEN FOR CALL! If "M" is called Block EMOL. Aiming point is outside number to armpit. If Ralph or Lester is called. (vs. Playside Reduction) block first inside linebacker to the playside. Be alert to go inside tackle's block on Ralph or Lester.

"F-BACK" - Ball carrier - feet are 6' deep - use drop open, crossover, then plant step to get width - Roll into hand off getting shoulders square. Aiming point is tackle's butt. Get into lineman's heels before you make a cut. Run to daylight!

QUARTERBACK - Open step 45° to the side of the hole called. Get the ball as deep as possible to the ball carrier - Look the ball into his pocket - ball carrier's aiming point is tackle's butt - drop 5 quick steps to set pass.

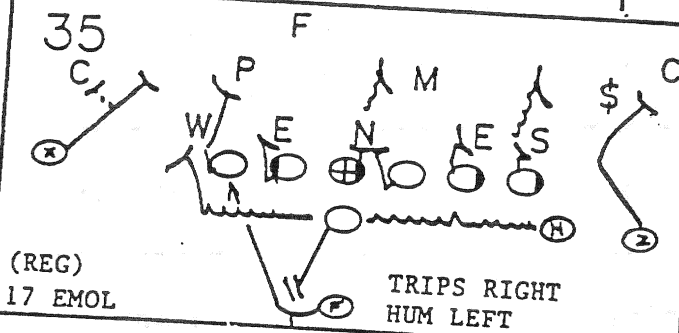
"Z" - Block Cutoff.

"X" - Block Force. (Favor safety unless cover 2)



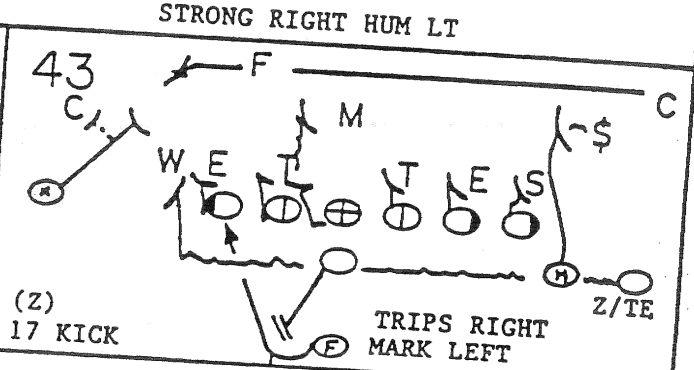
ATTACK=DODGERS (ODD/EVEN)

(REG)
17 EMOL



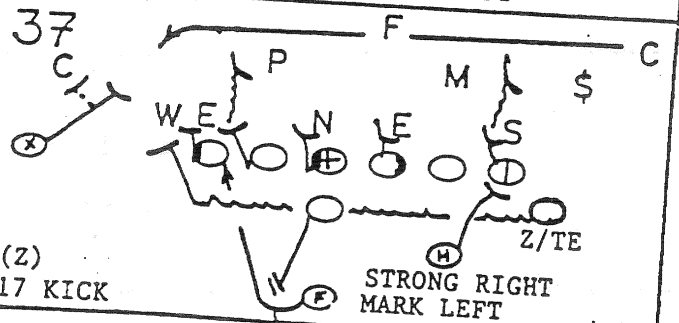
(REG)
17 EMOL

TRIPS RIGHT
HUM LEFT



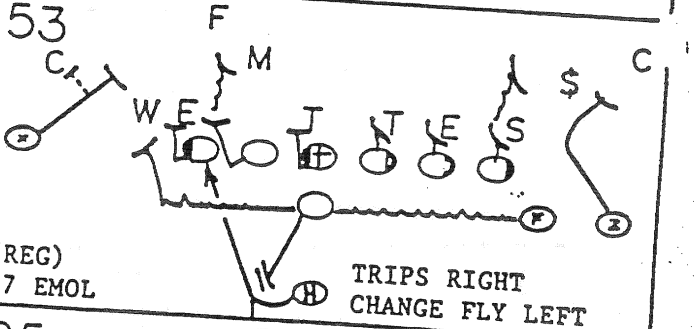
(Z)
17 KICK

TRIPS RIGHT
MARK LEFT



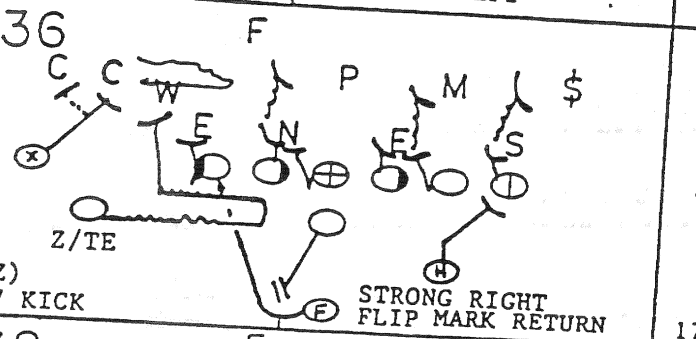
(Z)
17 KICK

STRONG RIGHT
MARK LEFT



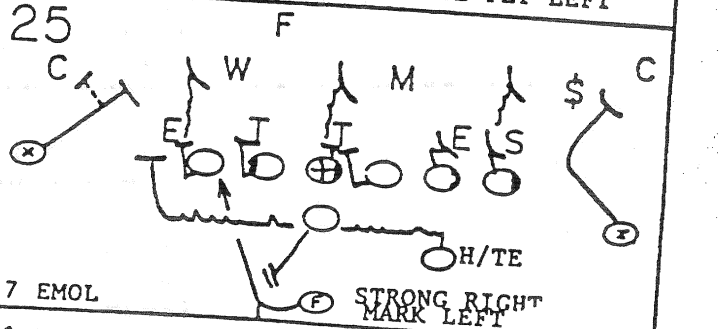
(REG)
17 EMOL

TRIPS RIGHT
CHANGE FLY LEFT



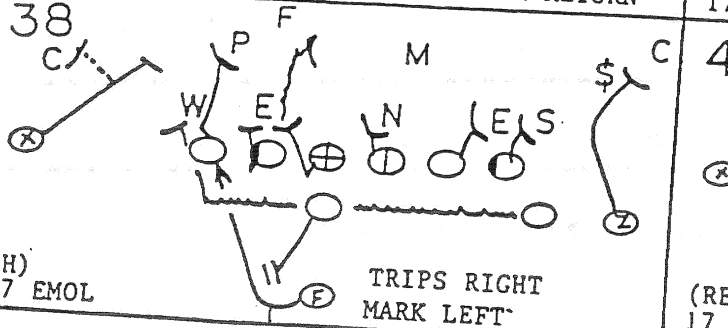
(Z)
17 KICK

STRONG RIGHT
FLIP MARK RETURN



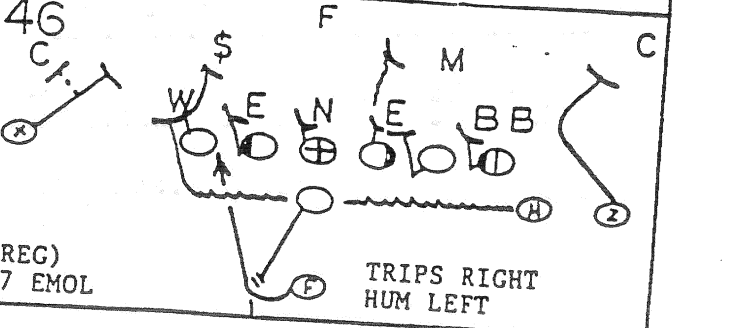
17 EMOL

STRONG RIGHT
MARK LEFT



(H)
17 EMOL

TRIPS RIGHT
MARK LEFT



(REG)
17 EMOL

TRIPS RIGHT
HUM LEFT

PLAY DESCRIPTION - This play will always be run away from formation strength with the back or "Z" in motion to block end man on LOS. EMOL - Back or backs sub on end man on LOS. KICK - Z or Z's sub on end man on LOS!

CENTER - Block "O" - (Playside Gap Technique) - Zone step with near foot. Drive on playside number to armpit. Same as 16-17 (Strong).

ON GUARD - Block #1 - (Drive Technique - Block a point between his sternum and outside number.) Same as 16-17 (Strong).

ON TACKLE - Block #2 - (Drive Technique - Block a point between his sternum and outside number -- Create Stretch!) Same as 16-17 (Strong).

OFF GUARD - Block #1 - (Playside Gap Technique) - Same as 16-17 (Strong).

OFF TACKLE - Block #2 - (Playside Gap Technique) - Same as 16-17 (Strong).

TIGHT END - Onside
Not Applicable

Offside
6 Tech - Drive Cutoff Poss.
Seal with Tackle
9 Tech - Wall Poss. Shift
7 Tech - Scramble Cut-off
"Alert" for B-C call

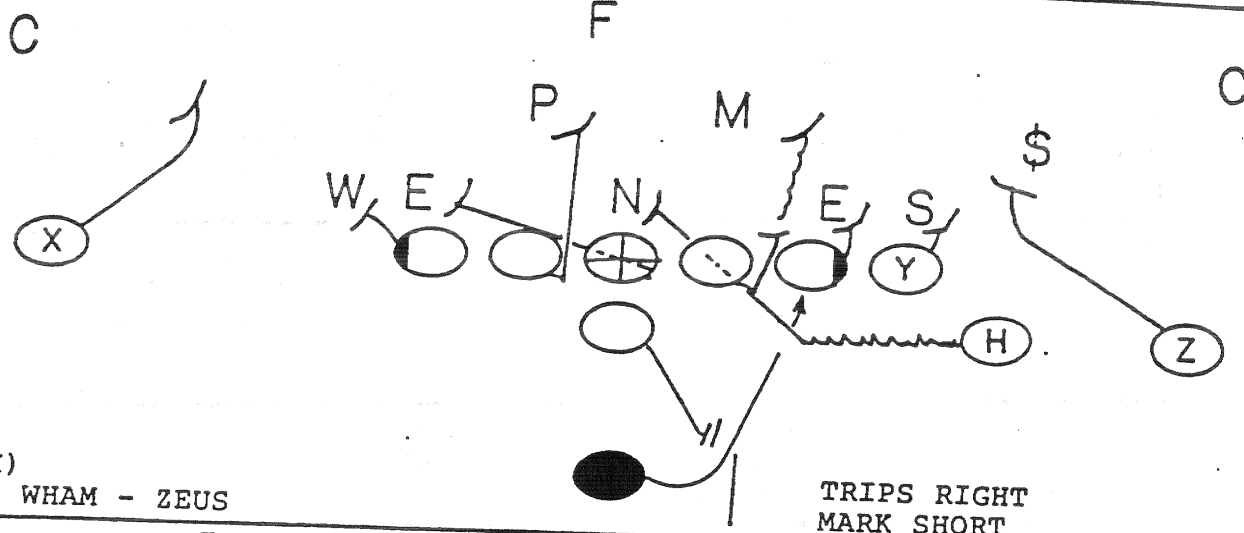
"H-BACK" - On EMOL - Block the end man on the line of scrimmage playside. Aiming point is outside number to armpit. Will always use motion. On KICK - Will have backside cutoff block on EMOL or downfield cutoff depending on alignment of \$.

"F-BACK" - Ball carrier - Same as 16-17 Call.

QUARTERBACK - Open step to 45° to the side of the hole called - Get the ball to the ball carrier as deep as possible - Look the ball into his pocket - Ball carrier's aiming point is tackle's butt - Drop 5 quick steps and set to pass.

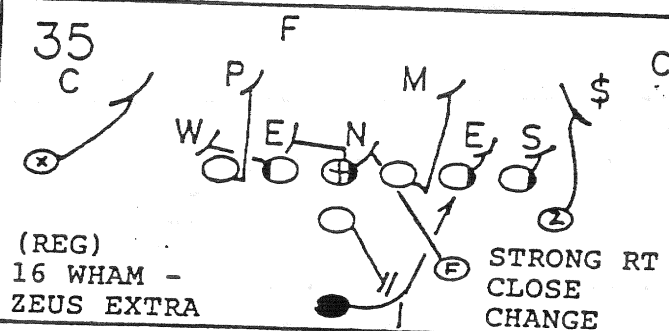
"Z" - Block Cutoff. On Kick - Block Emol from motion.

"X" - Block Force. (Favor Safety unless cover 2).



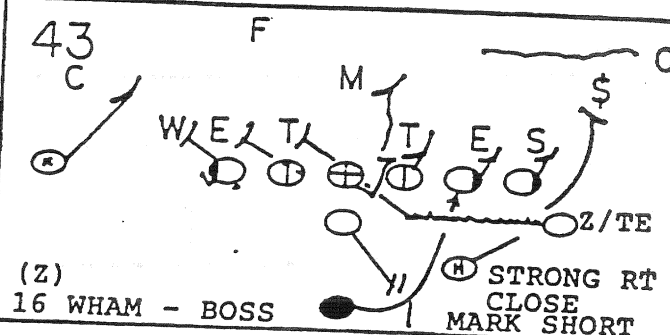
(H)
16 WHAM - ZEUS

TRIPS RIGHT
MARK SHORT



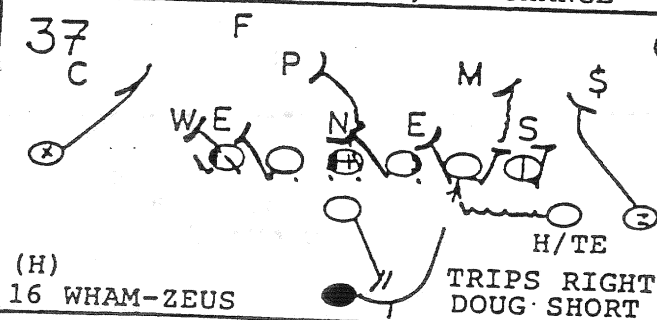
(REG)
16 WHAM -
ZEUS EXTRA

STRONG RT
CLOSE
CHANGE



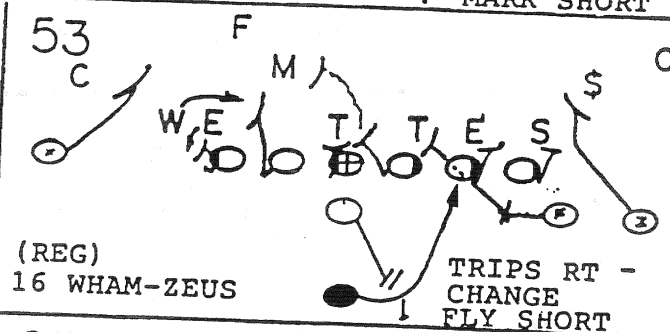
(Z)
16 WHAM - BOSS

(H) STRONG RT
CLOSE
MARK SHORT



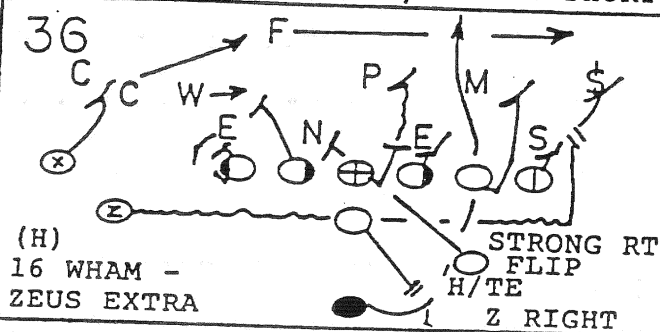
(H)
16 WHAM-ZEUS

TRIPS RIGHT
DOUG. SHORT



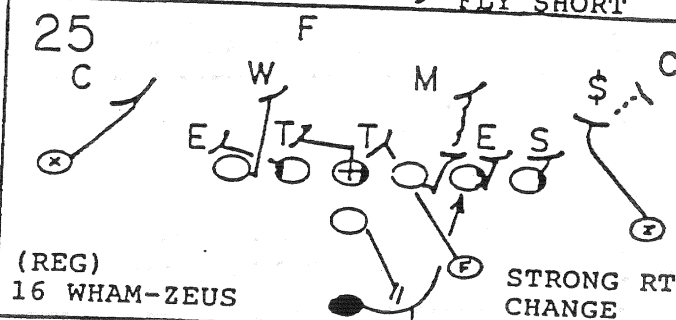
(REG)
16 WHAM-ZEUS

TRIPS RT -
CHANGE
FLY SHORT



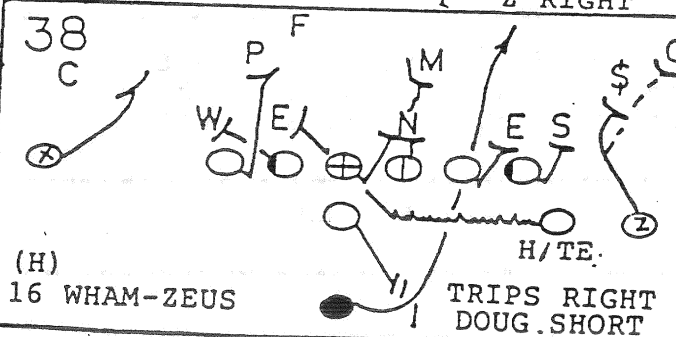
(H)
16 WHAM -
ZEUS EXTRA

STRONG RT
FLIP
TE
Z RIGHT



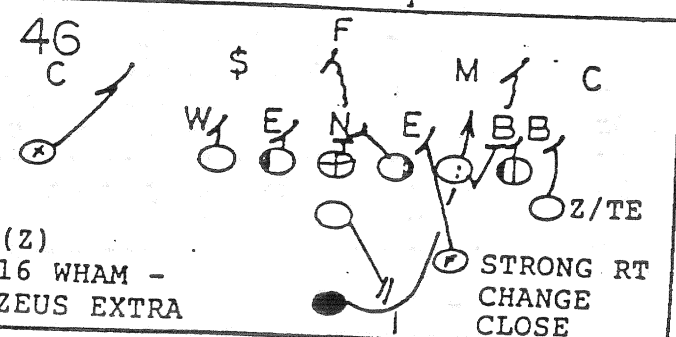
(REG)
16 WHAM-ZEUS

STRONG RT
CHANGE



(H)
16 WHAM-ZEUS

TRIPS RIGHT
DOUG. SHORT



(Z)
16 WHAM -
ZEUS EXTRA

STRONG RT
CHANGE
CLOSE

PLAY DESCRIPTION - Complementary play to 16-17 to Strong side of formation. Excellent way to separate the defense using H or Z's sub to WHAM on the first down lineman from the center - Box Backside. Strong side blocking schemes will be Zeus or Zeus Extra; or Boss or Boss Extra!

CENTER - Covered by a down lineman - PICK-IT -- block first defender backside with angle drive technique. If stack on backside guard - make stack call -- use swim technique and block backside linebacker. If covered by linebacker or uncovered, block like 16-17. Vs an over or triple look make ODD-ACE Call.

ON GUARD - Block #1 - (Drive technique - Block a point between his sternum and outside number). Same as 16-17 Strong! Versus triple look -- Odd-Ace Call -- Ace read on nose tackle to backside linebacker.

ON TACKLE - Block #2 - (Drive technique- Block a point between his sternum and outside number). Same as 16-17 Strong!

OFF GUARD - Key coaching point - Take a 3 $\frac{1}{2}$ foot split! Covered by a linebacker - take short lead step -- Drive to 2nd level to block playside number of linebacker. Covered by down lineman - Block next defender to your outside on or off L.O.S. NOTE: Stack or Ace Call - Block defender aligned on you under the chin.

OFF TACKLE - Covered by a linebacker - Take short lead step - Drive to 2nd level to block playside number of linebacker. Covered by a down lineman -- block next defender to your outside on or off L.O.S. NOTE: Stack or Ace Call -- block end man on L.O.S.!

<u>TIGHT END</u> - Block #3	<u>Onside</u>	<u>Offside</u>
9 tech zone step outside foot	target outside number	6 tech drive cutoff. Poss. seal
6 tech zone step outside foot on	little finger. Target chin	9 tech wall, Poss. sift
7 tech zone step inside foot	target between numbers	7 tech scramble cutoff

ALERT: "Scoop" your call when covered 6 or 7 and tackle is uncovered. If tackle calls man scoop is off.

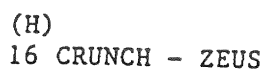
"H-BACK" - Block defender over center if covered. If defender disappears, work upfield for backside linebacker. If center is uncovered, block the next down defender. Vs a triple block the defender over the playside guard. If defender is engaged with Offensive lineman, must make contact on jersey.

"F-BACK" - Ball carrier -- Same as 16-17 Strong.

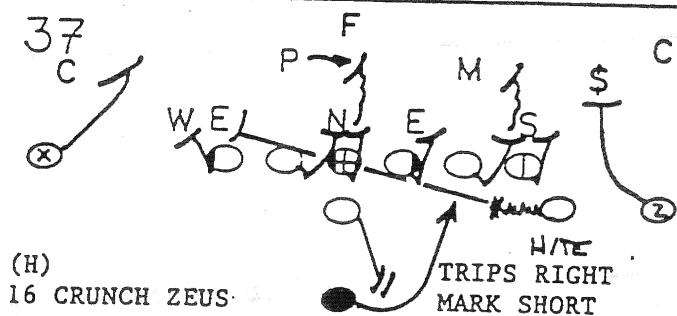
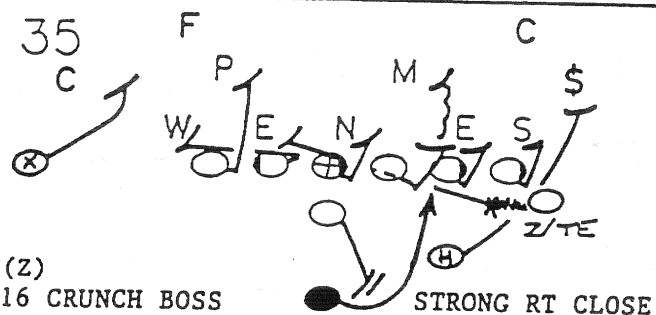
QUARTERBACK - Open step 45° to the side of the hole called - Get the ball to the ball carrier as deep as possible - Look the ball into his pocket. Ball carrier's aiming point is tackle's butt. Drop 5 quick steps and set to pass.

"Z" - Boss - Will be "Z" personnel. H-Back rules apply.
 Zeus - Block Force

"X" - Block Cutoff. (Favor safety unless cover 2).



TRIPS RIGHT
MARK SHORT



53 C

M

F

\$ C

W E T T E S

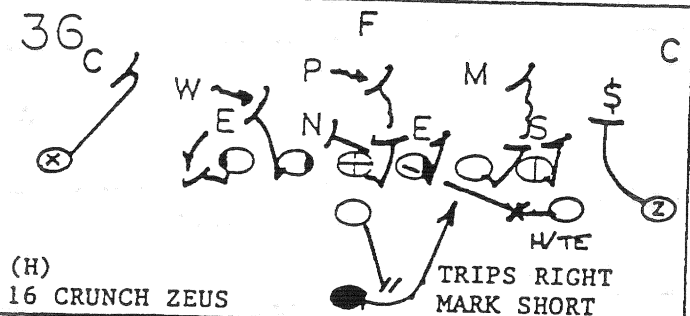
(Z)

16 CRUNCH BOSS

Z/TE

STRONG RT

CLOSE CHANGE MARK SHORT



25
C

F

W M

E T T E S

WTe

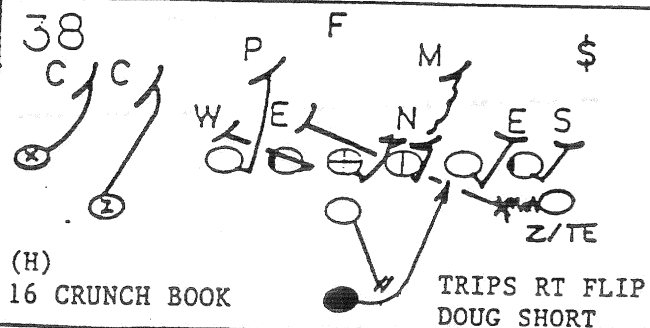
TRIPS RIGHT
MARK SHORT

(H)
16 CRUNCH ZEUS

C

\$

2



46 F M \$ C
C W E N E B B
⊕ ○ ⊕ ⊕ ⊕ ⊕
XTE NTE ⑦
CAN'T RUN VS
THIS LOOK ○

PLAY DESCRIPTION: Complementary play to 16-17 Wham. A change up blocking scheme for separating the defense from the backside of our formation strength. H or Z's sub will lead on first down lineman from the backside guard box to the backside.

CENTER: Block "O" -- (Playside Gap Technique) -- Same as 16-17!

ON GUARD: Block #1 -- (Drive Technique - Block a point between his sternum and playside number). Same as 16-17.

ON TACKLE: Block #2 -- (Drive Technique -- Block a point between his sternum and outside number - create stretch). Same as 16-17.

OFF GUARD: If covered by a LINEBACKER (34 Front) -- Same as 16-17 -- get "Push" on nose tackle. If covered by a DOWN LINEMAN - block next defender to your outside on or off L.O.S. -- alert for YOU or ME from offside tackle.

OFF TACKLE: If covered by a DOWN LINEMAN -- block next defender to your outside on or off L.O.S. If covered by a LINEBACKER, make ME or YOU call. ME CALL -- Take short lead step and block playside number of linebacker. YOU CALL -- block next defender to your outside.

TIGHT END: - Block #3 ONSIDE

- 9 tech zone step outside foot target outside number
- 6 tech zone step outside foot on little finger. Target chin.
- 7 tech zone step inside foot target between numbers

OFFSIDE

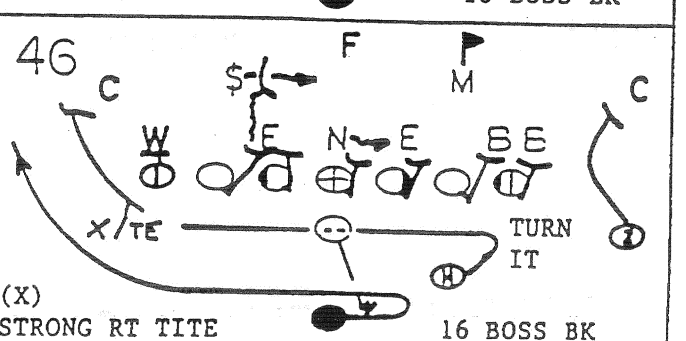
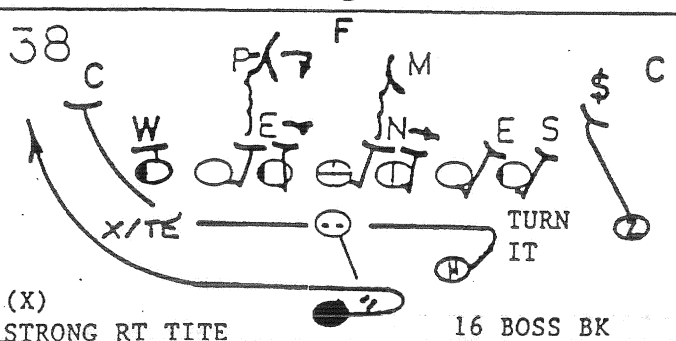
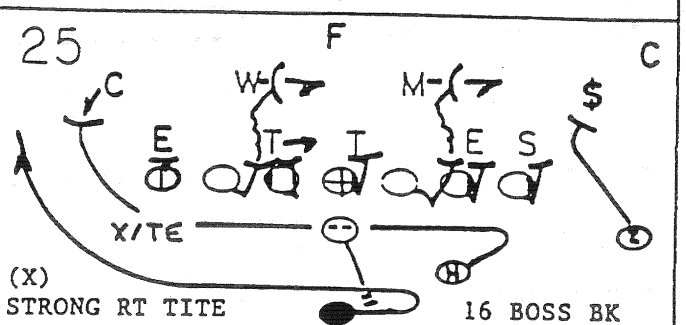
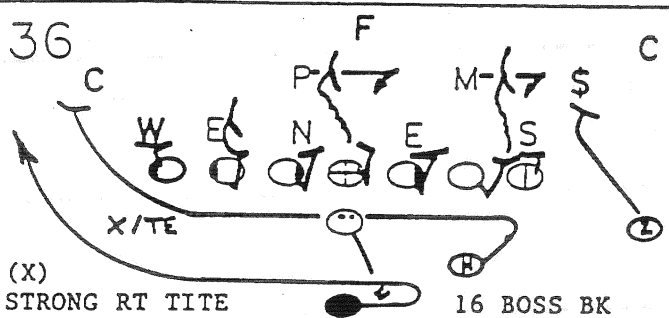
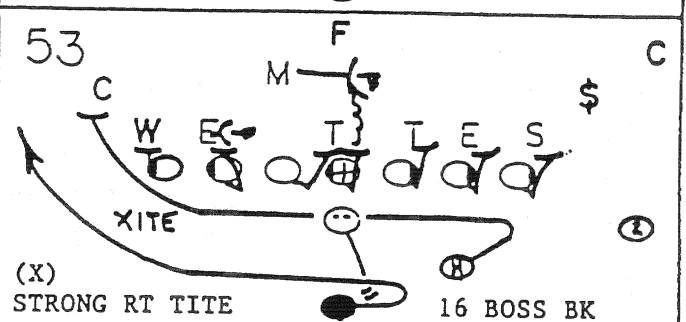
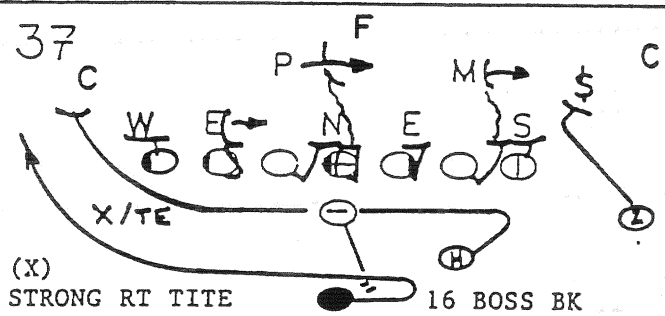
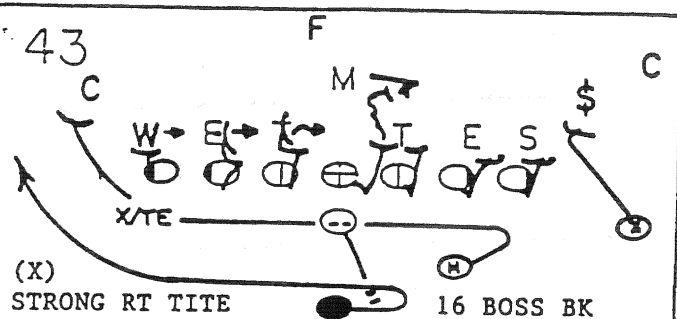
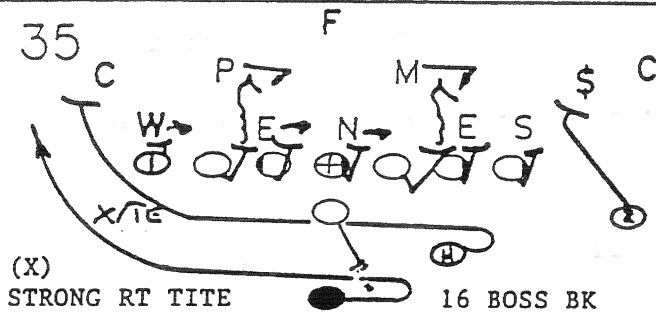
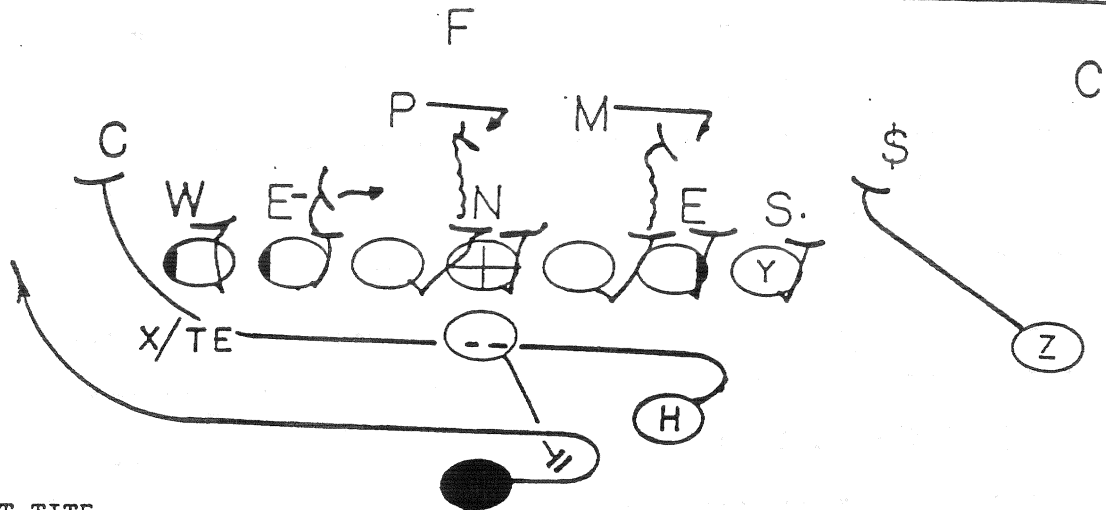
Release block force to your side.

ALERT: "Scoop" your call when covered 6 or 7 and tackle is uncovered. If tackle calls man scoop is off.

H/TIGHT END: Short motion: Stay low and slow like your wham motion. Ball will be snapped on the inside leg of Y. Trap first Down lineman past the center. Be alert to adjust for linebackers. If defender is engaged with Offensive lineman, must make contact on jersey.

"H-BACK": If crunch boss, execute boss block (force). Others do not apply.

"F-BACK": Ball carrier - run exactly like 16-17 strong. Be ready for the cut back.



PLAY DESCRIPTION - A BEND BACK BY BOTH THE LEAD BLOCKER AND THE BALL CARRIER. THIS WILL "BURN" A FAST FLOW TEAM THAT IS OVER REACTING TO OUR 16-17 PLAY.

CENTER - BLOCK "O" (WHEEL TECHNIQUE). IF COVERED BY A LINEBACKER OR UNCOVERED, "GAP" WITH ONSIDE GUARD.

ON GUARD - BLOCK #1 (DRIVE TECHNIQUE). SAME AS 16-17!

ON TACKLE - BLOCK #2 (DRIVE TECHNIQUE). SAME AS 16-17!

OFF GUARD - BLOCK #1 (WHEEL TECHNIQUE) START BY EXECUTING A PLAYSIDE GAP TECHNIQUE AND WHEEL ON DEFENDER.

OFF TACKLE - BLOCK #2 (WHEEL TECHNIQUE). START BY EXECUTING A PLAYSIDE GAP TECHNIQUE AND WHEEL ON DEFENDER

TIGHT END - BLOCK 16/17 THEN WORK FOR INSIDE POSITION.

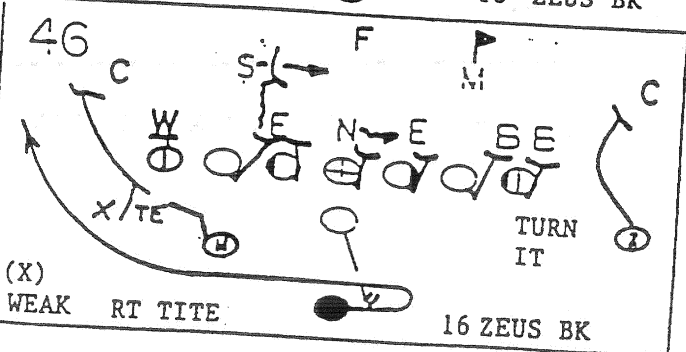
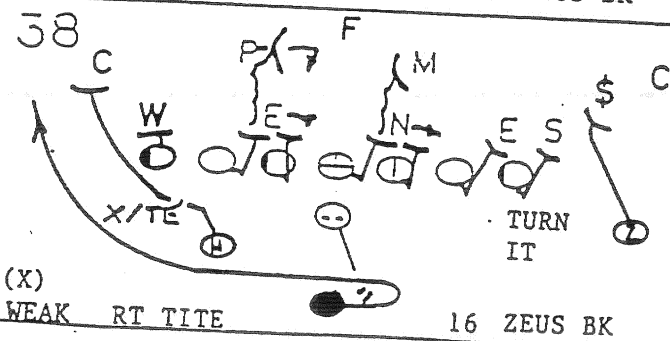
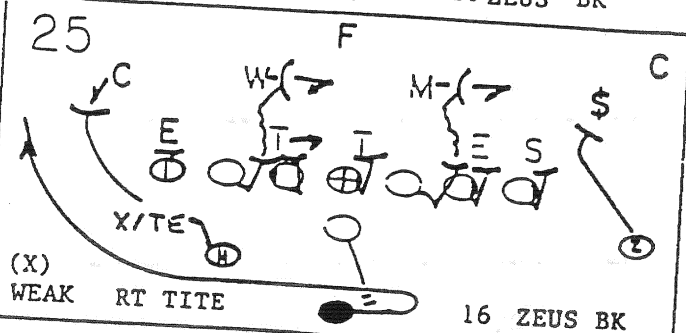
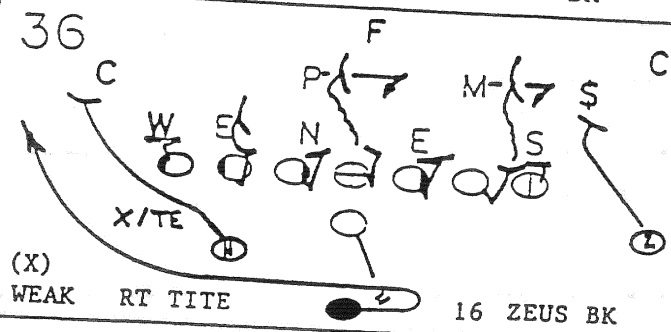
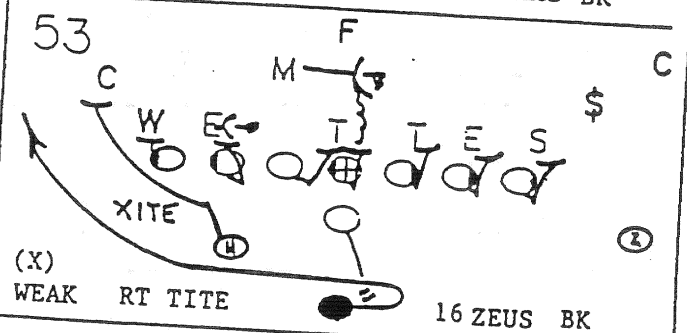
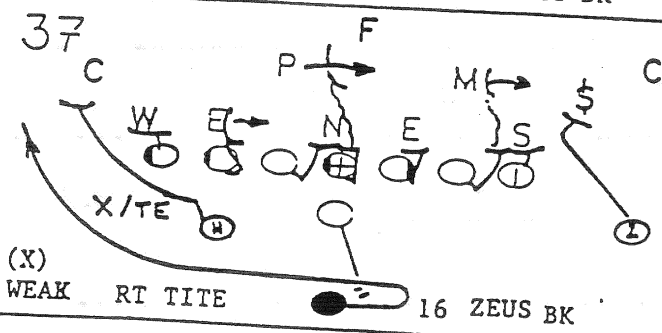
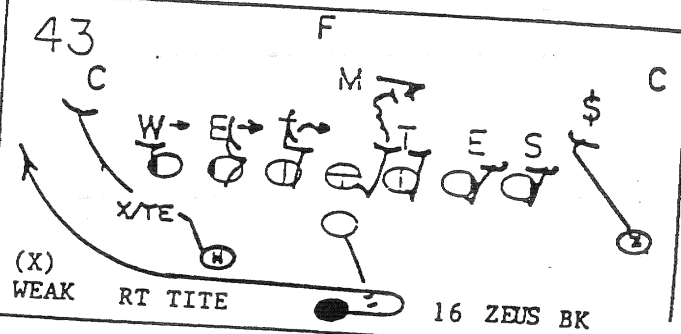
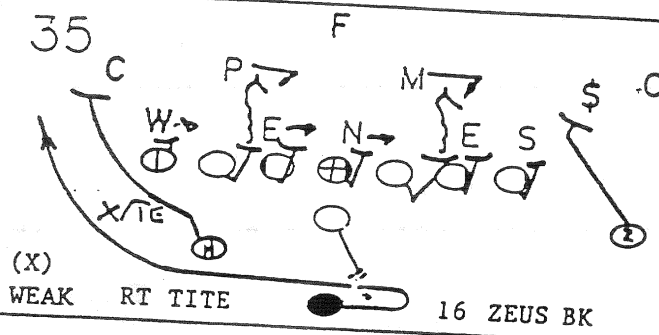
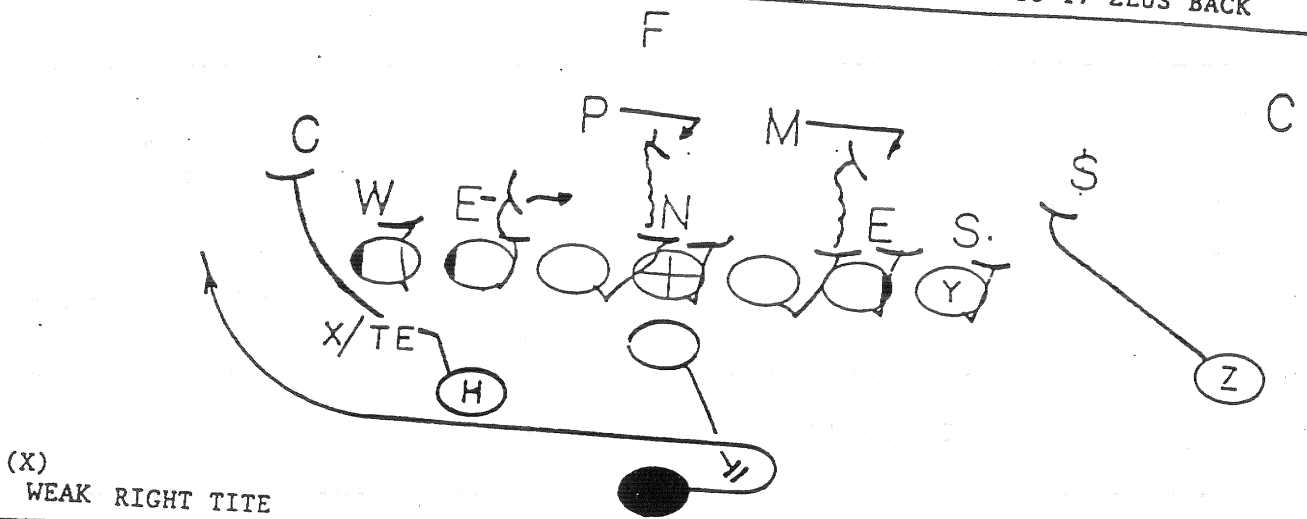
H-BACK - LEAD BLOCKER - TAKE ONE STEP AS IF GOING TO EXECUTE BOSS BLOCK. THEN CUT BACK TO OPPOSITE SIDE TO BLOCK FORCE. MAY HAVE TO GO INSIDE TIGHT END'S BLOCK.

F-BACK - BALL CARRIER - TAKE 16 OR 17 STEPS TO RECEIVE HAND-OFF. THEN CUT BACK. DON'T BE IN A HURRY. ALLOW DEFENSE TO FLOW. FOLLOW HB. FUN TO DAYLIGHT. HB MAY GO INSIDE THE TIGHT END TO BLOCK HIS RESPONSIBILITY.

QUARTERBACK - DEEPER ANGLE THAN 16/17 TO ALLOW RB VISION TO BEND BACK TO OPPOSITE SIDE. SET TO PASS.

"Z" - BLOCK CUTOFF.

"X"/T.E. - BLOCK CUTOFF AND WHEEL.



PLAY DESCRIPTION - A BEND BACK BY BOTH THE LEAD BLOCKER AND THE BALL CARRIER. THIS WILL "BURN" A FAST FLOW TEAM THAT IS OVER REACTING TO OUR 16-17 PLAY.

CENTER - BLOCK "O" (WHEEL TECHNIQUE). IF COVERED BY A LINEBACKER OR UNCOVERED, "GAP" WITH ONSIDE GUARD.

ON GUARD - BLOCK #1 (DRIVE TECHNIQUE). SAME AS 16-17!

ON TACKLE - BLOCK #2 (DRIVE TECHNIQUE). SAME AS 16-17!

OFF GUARD - BLOCK #1 (WHEEL TECHNIQUE) START BY EXECUTING A PLAYSIDE GAP TECHNIQUE AND WHEEL ON DEFENDER.

OFF TACKLE - BLOCK #2 (WHEEL TECHNIQUE). START BY EXECUTING A PLAYSIDE GAP TECHNIQUE AND WHEEL ON DEFENDER

TIGHT END - BLOCK 16/17 THEN WORK FOR INSIDE POSITION.

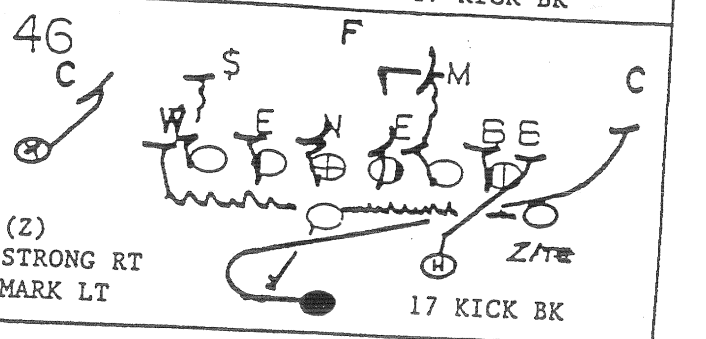
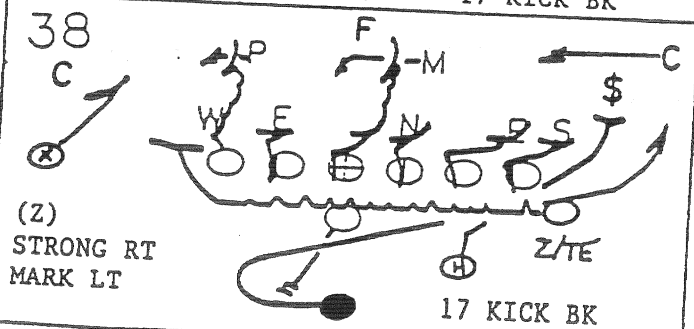
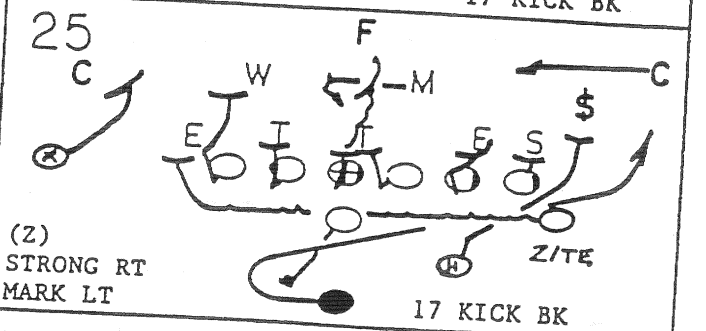
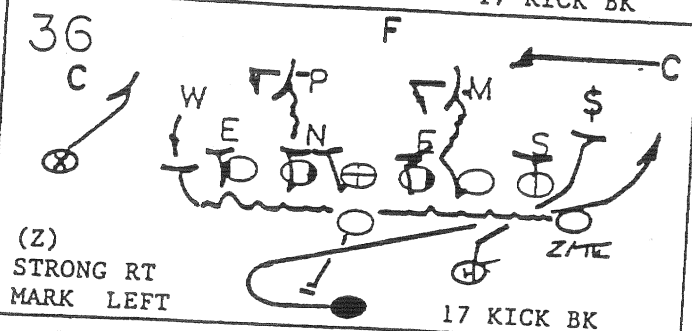
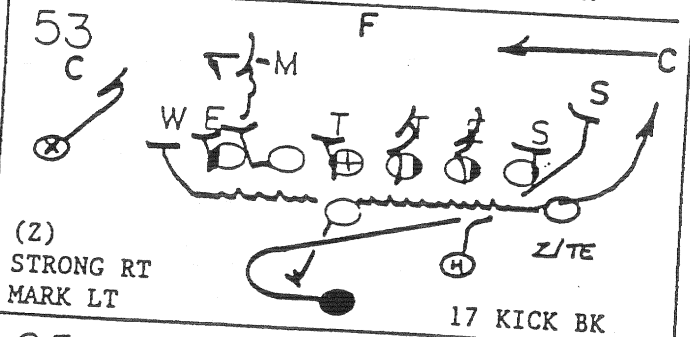
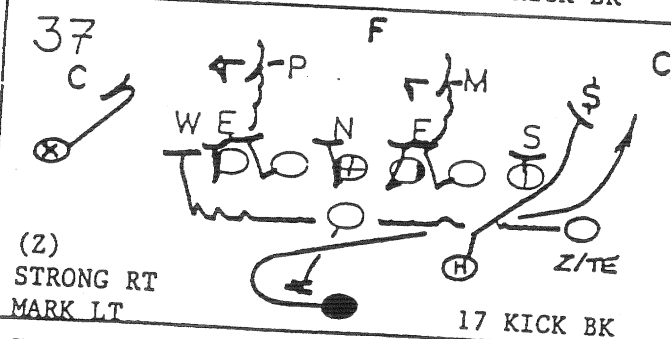
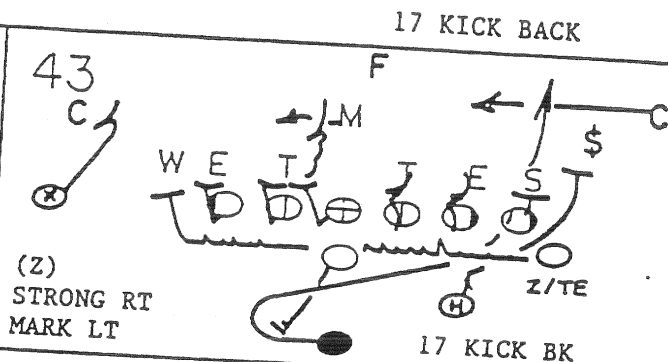
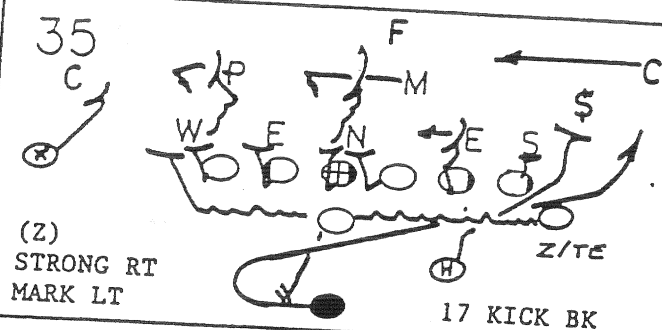
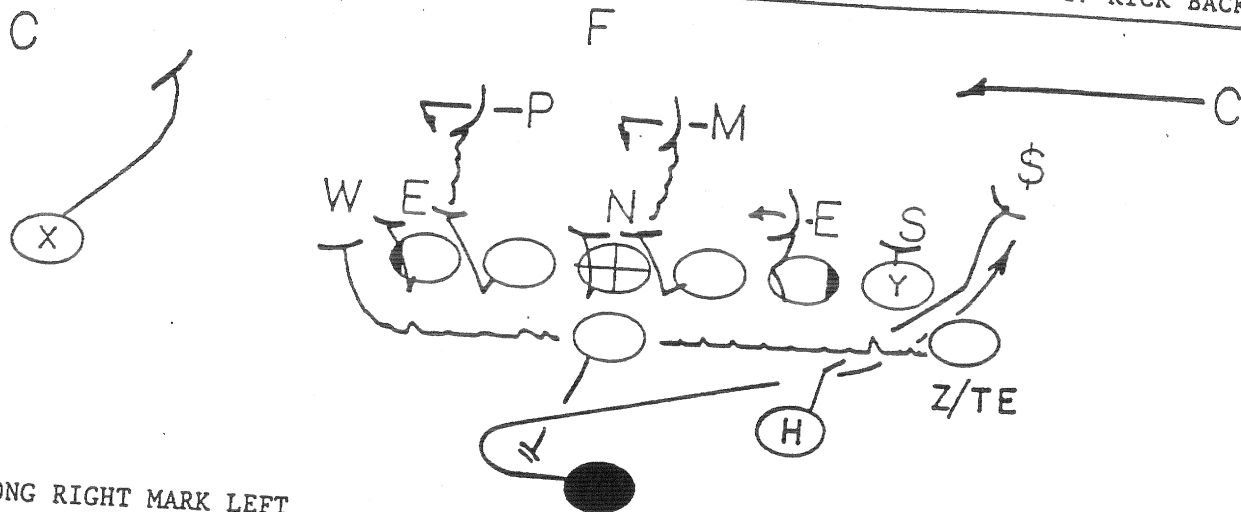
H-BACK - LEAD BLOCKER - TAKE ONE STEP AS IF GOING TO EXECUTE SEAL BLOCK. THEN READ X/TE'S POSITION TO BLOCK FORCE. MAY HAVE TO GO INSIDE TIGHT END'S BLOCK.

F-BACK - BALL CARRIER - TAKE 16 OR 17 STEPS TO RECEIVE HAND-OFF. THEN CUT BACK. DON'T BE IN A HURRY. ALLOW DEFENSE TO FLOW. FOLLOW HB. FUN TO DAYLIGHT. HB MAY GO INSIDE THE TIGHT END TO BLOCK HIS RESPONSIBILITY.

QUARTERBACK - DEEPER ANGLE THAN 16/17 TO ALLOW RB VISION TO BEND BACK TO OPPOSITE SIDE. SET TO PASS.

"Z" - BLOCK CUTOFF.

"X"/T.E. - BLOCK CUTOFF AND WHEEL.



PLAY DESCRIPTION - A COMPLEMENTARY PLAY TO 16-17 KICK. THE BALL CARRIER WILL BEND BACK AWAY FROM THE HOLE WHILE THE OFF BACK WILL LEAD ON SUPPORT!

CENTER - BLOCK "O" (WHEEL TECHNIQUE). IF COVERED BY A LINEBACKER OR UNCOVER "GAP" TO THE "MIKE"!

ON GUARD - BLOCK #1 (DRIVE TECHNIQUE). SAME AS 16-17 KICK!

ON TACKLE - BLOCK #2 (DRIVE TECHNIQUE). SAME AS 16-17 KICK!

OFF GUARD - BLOCK #1 (WHEEL TECHNIQUE). START BY EXECUTING A PLAY-SIDE GAP TECHNIQUE AND WHEEL ON DEFENDER.

OFF TACKLE - BLOCK #2 (WHEEL TECHNIQUE). START BY EXECUTING A PLAY-SIDE GAP TECHNIQUE AND WHEEL ON DEFENDER.

TIGHT END - BLOCK 16/17 KICK RULES BACKSIDE. SEAL AND WHEEL

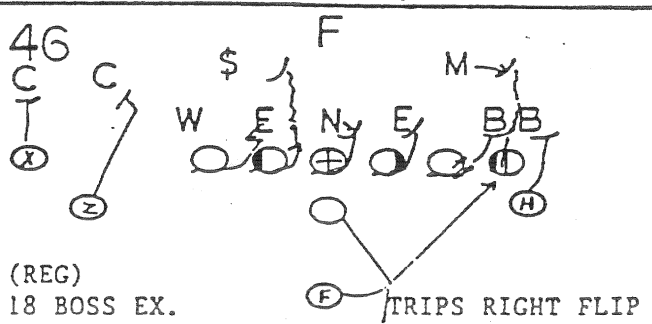
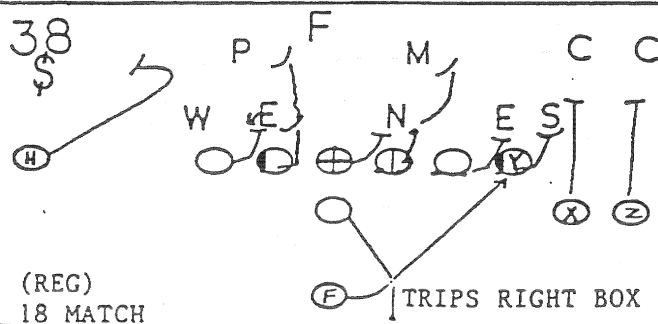
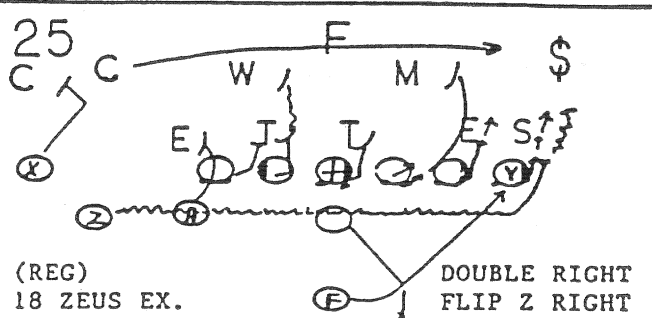
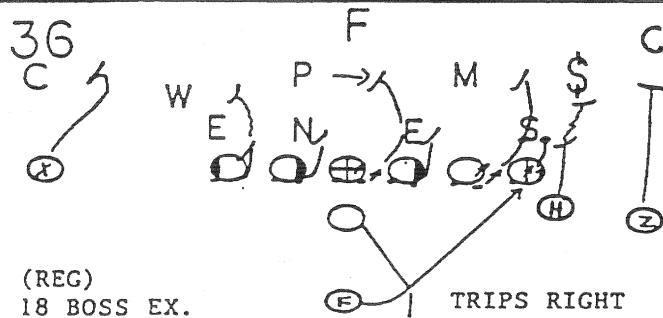
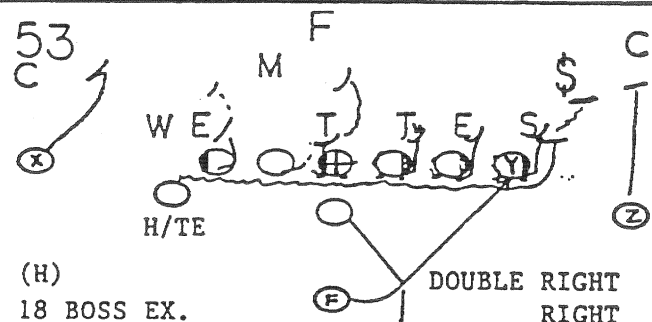
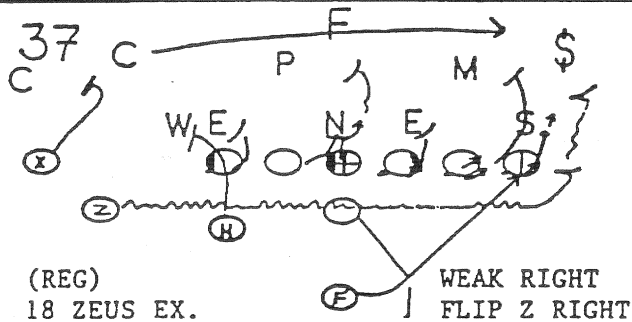
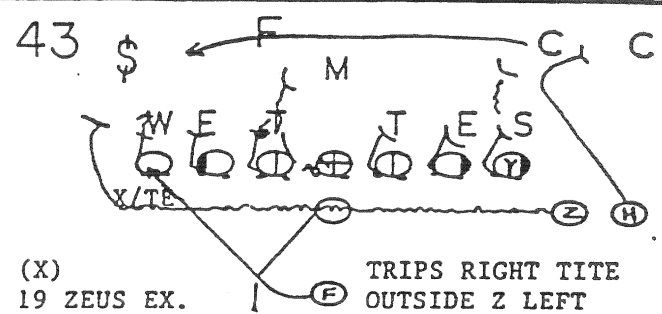
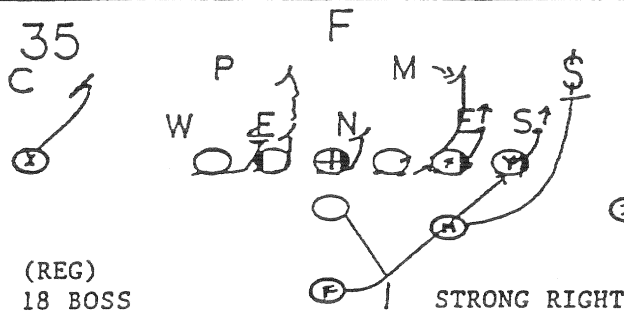
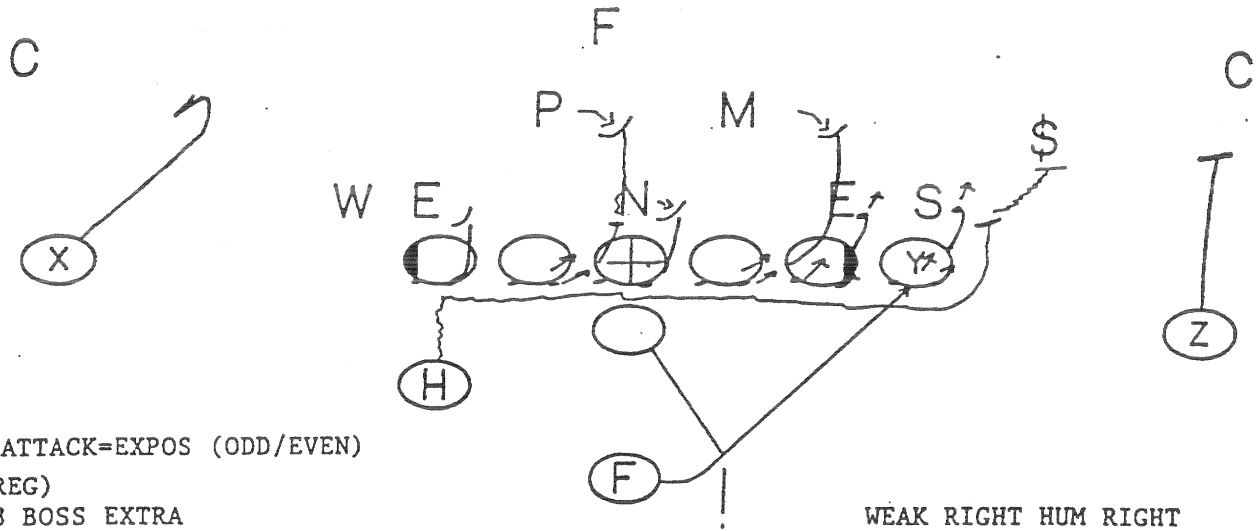
"H-BACK" - LEAD BLOCKER - TAKE ONE STEP AS IF GOING TO EXECUTE SEAL BLOCK. THEN READ Y'S POSITION TO BLOCK FORCE. MAY HAVE TO GO INSIDE Y'S BLOCK.

"F-BACK" - BALL CARRIER - TAKE 16 OR 17 STEPS TO RECEIVE HANDOFF. THEN CUTBACK, DON'T BE IN A HURRY - ALLOW DEFENSE TO FLOW. READ THE TIGHT END'S BLOCK ON SAM. RUN TO DAYLIGHT. BE READY FOR INSIDE CUT.

QUARTERBACK - DEEPER ANGLE THAN 16/17 KICK TO ALLOW RB VISION TO BEND BACK TO OPPOSITE SIDE. SET TO PASS.

"Z"/T.E. - MOTION BLOCK KICK RULES. THEN WORK FOR INSIDE POSITION.

"X" - Cutoff



PLAY DESCRIPTION - This play is designed to Stretch the defense to the outside while option running of the Tight End's block. Our offensive will use Full Zone Blocking Principles to Create movement up front. Strong Side Blocking Scheme will be BOSS; ZEUS; BOSS and ZEUS EXTRA.

CENTER - Block "O" - (Playside Gap Technique) - Zone Step with Near Foot - drive on playside number to armpit. If covered by linebacker or uncovered "GAP" with onside guard to middle or onside linebacker.

ON GUARD - Block #1 - (Drive Technique - outside breast to armpit.) If #1 is a linebacker - Get "Push" on END! If covered by a down lineman - "GAP" with center to inside linebacker.

ON TACKLE - Block #2 - (Drive Technique - outside breast to armpit.) If #2 is a linebacker, Drop zone step and run a half moon course through defender aligned on Tight End to onside linebacker - Get "Push" on defender aligned on Tight End. Alert for Scoop! If covered by a down lineman - Possible "Full Slip".

OFF GUARD - Block #1 - (Playside Gap Technique) - When covered by a linebacker - Zone Step - Work to "Cut" Nose/Tackle! Make "B" Call if covered by a down lineman and tackle is covered by a linebacker. Alert for B-1 or A-B-1 vs. a triple look.

OFF TACKLE - Block #2 - (Playside Gap Technique) - When covered by a linebacker - get "Push" on defender aligned on guard. Alert for B-1 call - cut off defender aligned on guard - may use "Cut" Technique!

TIGHT END - Block #3
Onside

9 Tech Zone step outside foot target outside #

6 Tech Zone step outside foot on little finger target chin

*ALERT - 'Scoop' your call when tackle is uncovered and defender is in 6 or 7 Tech. If tackle calls man scoop is off.

Offside

6 Tech drive cut-off poss. seal

9 Wall, poss. sift

7 Tech scramble cut-off

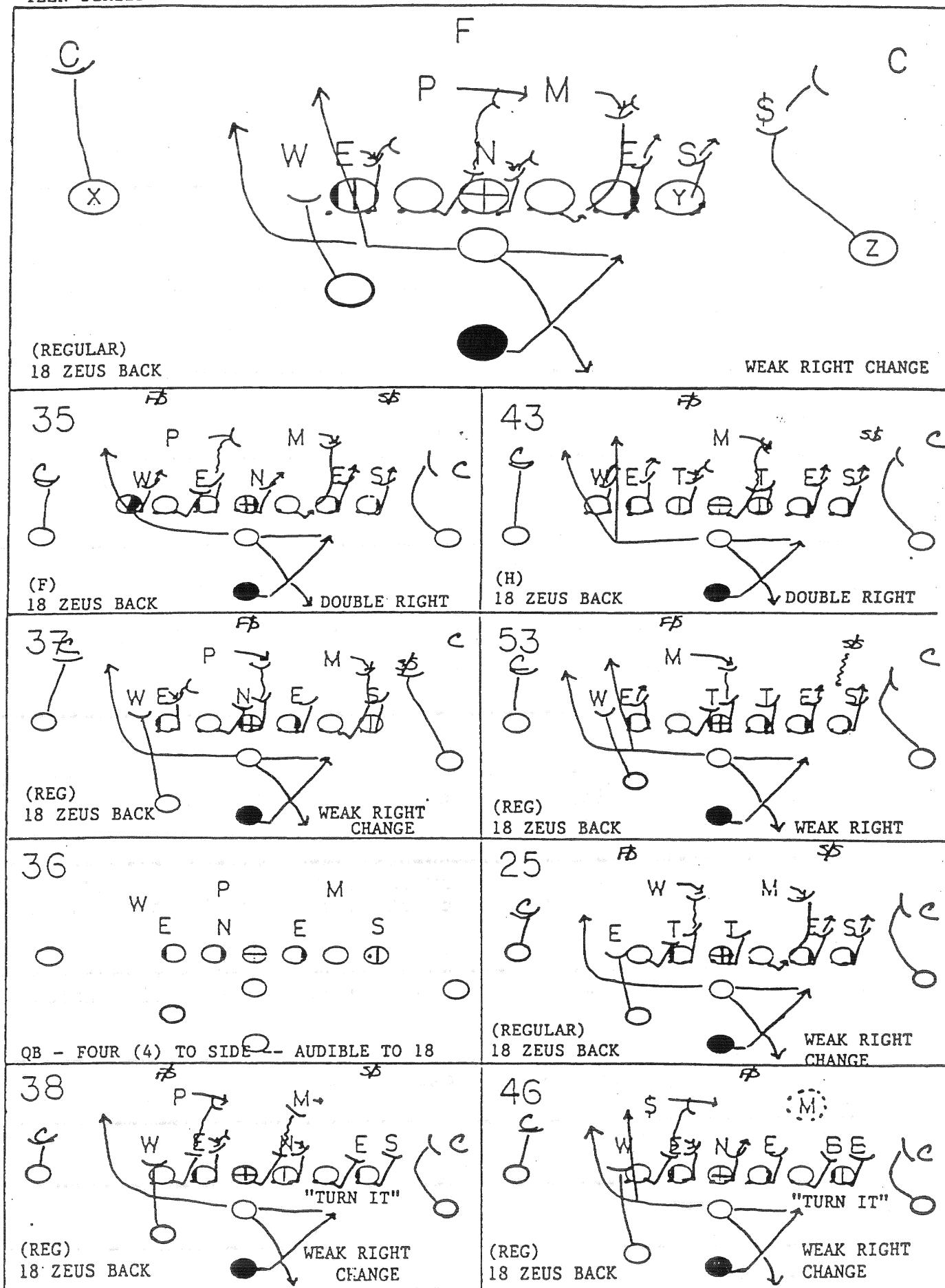
"H-BACK" - Must be in tandem area on BOSS EXTRA. Help T.E. on SAM if necessary. Then block force. On BOSS, block force. Be alert for force coming inside TE's block. Aiming point on defender is outside number to armpit. On ZEUS, Execute backside seal block.

"F-BACK" - Ball carrier - feet are 6 1/2 yds. deep. Use short control step. Aiming point is at TE's outside hip. Don't make cut until into lineman's heels. Never cut back, cut up.

QUARTERBACK - Open step slightly less than 45° to side of hole called - Get ball to ball carrier as deep as possible - look ball into his pocket - ball carrier's aiming point is TE's butt - Drop 5 quick steps. Fake keeper away.

"Z" - BOSS - Block deep third; ZEUS - Block force; MATCH - Block secondary man on him; ZEUS EXTRA - Help TE then block force.

"X" - Block Cutoff



18-19 ZEUS BACKRULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: A complementary play to 18-19 Zeus. The ball carrier will bend back away from the hole while the off back will block Emol.

CENTER: Block "O" (WHEEL TECHNIQUE). If covered by a linebacker or uncovered, "Gap" to "Mike" -- Wheel defenders away from hole.

ON GUARD: Block #1 (Drive Technique - outside breast to armpit). Same as 18-19.

ON TACKLE: Block #2 (Drive Technique - outside breast to armpit). Same as 18-19.

OFF GUARD: Block #1 (WHEEL TECHNIQUE). Start by executing a Playside Gap Technique. When you feel pressure, "Wheel" on defender.

OFF TACKLE: Block #2 (WHEEL TECHNIQUE). Start by executing a Playside Gap Technique -- When you feel pressure, "Wheel" on defender.

TIGHT END:Onside

Drive and Torque ON when OST is covered. Vs T bubble, Power scoop with OST.

Offside

Cutoff inside number. Alert for "C" and "B-C" situations.

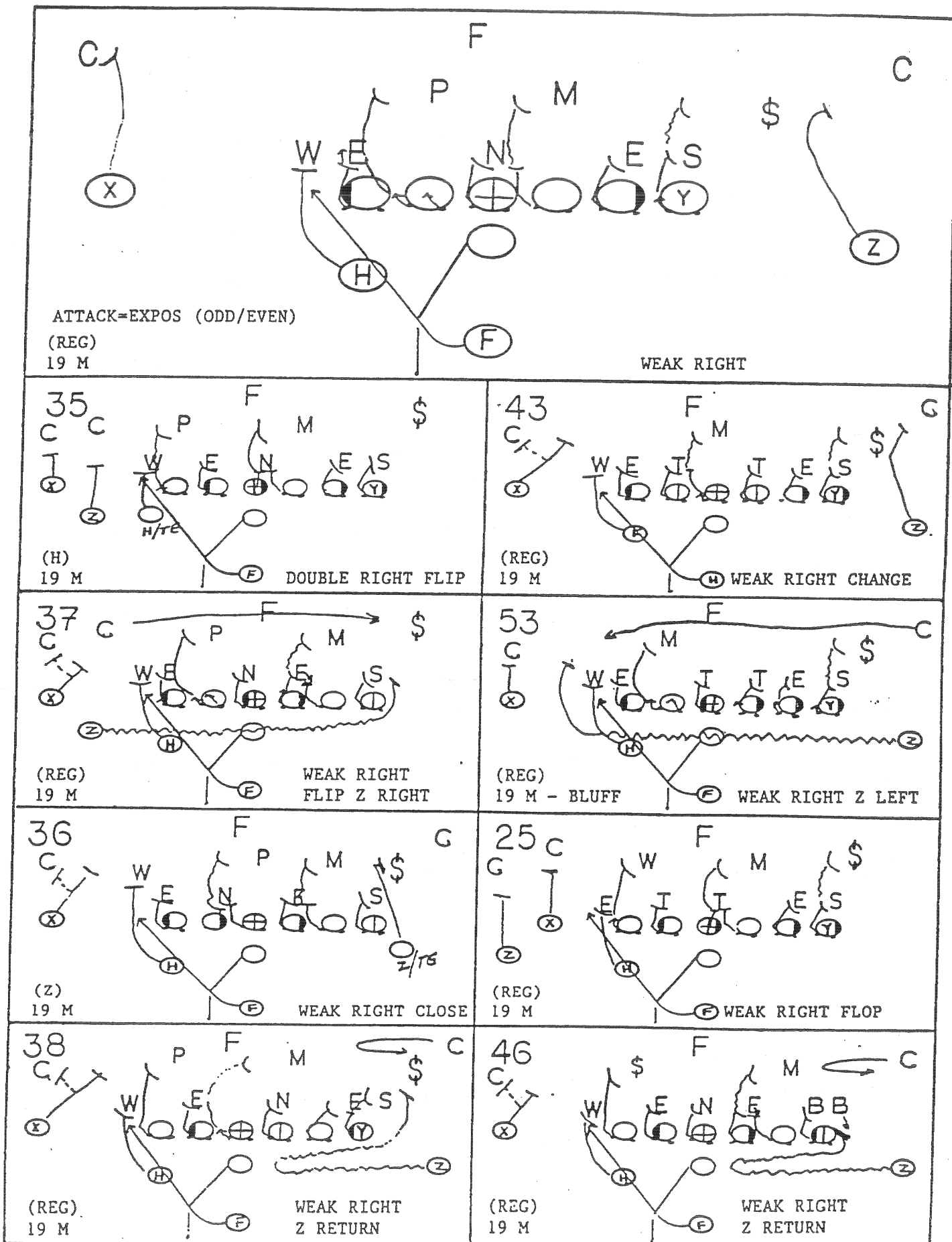
"H-BACK": (Change) - Run regular 18 or 19 course until you receive the handoff. Then, cut back to opposite side and read the block on Emol. Get upfield ASAP.

"F-BACK": (Change) - Block Emol - Stay up and drive him wherever he goes. Don't cut.

QUARTERBACK: Execute 18-19. Fake Rambo.

"Z": Block Cutoff

"X": Block Force



PLAY DESCRIPTION - This play will always be run to weak side (away from Y) primarily with two backs in backfield. The term "M" means Man Blocking with full zone blocking principles.

CENTER - Block "O" (playside gap technique) -- Same as 18-19 (Strong)

ON GUARD - Block #1 - (Drive technique -- outside breast to armpit). Same as 18-19 (Strong).

ON TACKLE - Block #2 - (Drive technique -- outside breast to armpit). Same as 18-19 (Strong)

OFF GUARD - Block #1 - (playside gap technique) - Same as 18-19 (Strong).

OFF TACKLE - Block #2 - (playside gap technique) - Same as 18-19 (Strong).

TIGHT END

Onside

Not applicable

Offside

6 tech drive cutoff - poss seal
9 tech wall poss sift
7 tech scramble cutoff

"H-BACK" - Block EMOL playside. Aiming point is outside number to armpit. Always cut unless defender is backing up away from you.

"F-BACK" - Ball carrier - feet are 6½ yards deep. Use short control step. Aiming point is at the GHOST T.E.'s outside hip. Don't make cut until into the lineman's heels. Never cut back, cut up.

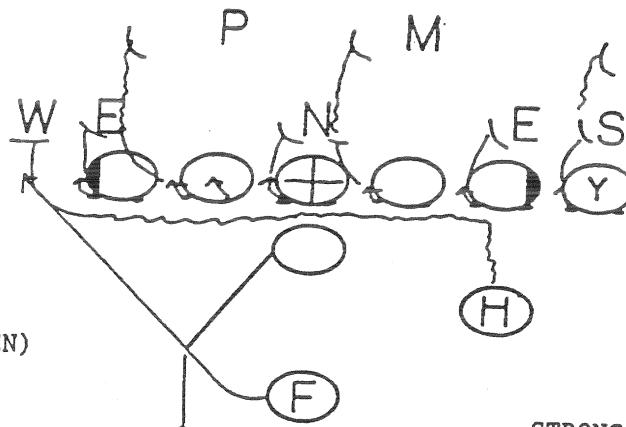
QUARTERBACKS - Open step slightly less than 45° to the side of the hole called. Get the ball to the ball carrier as deep as possible. Look the ball into his pocket. Ball carriers' aiming point is T.E.'s butt. Fake keeper away.

"Z" - Block Cut off

"X" - Block Force. Favor corner.



F



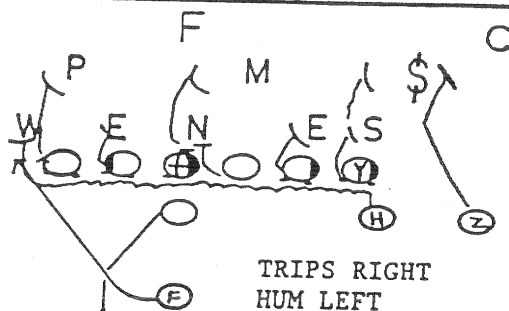
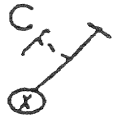
C

ATTACK=EXPOS (ODD/EVEN)

(REG)
19 EMOL

STRONG RIGHT HUM LEFT

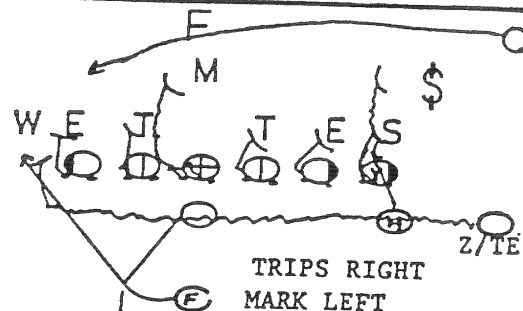
35



(REG)
19 EMOL

TRIPS RIGHT
HUM LEFT

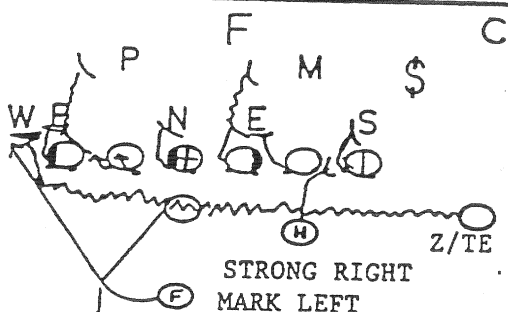
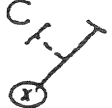
43



(Z)
19 KICK

TRIPS RIGHT
MARK LEFT

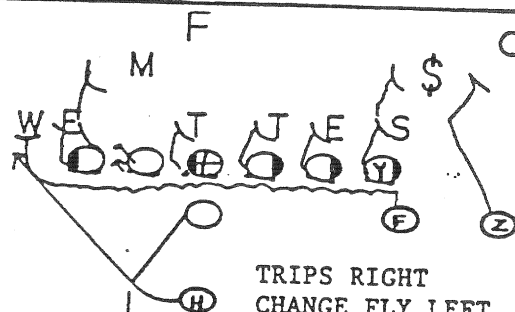
37



(Z)
19 KICK

STRONG RIGHT
MARK LEFT

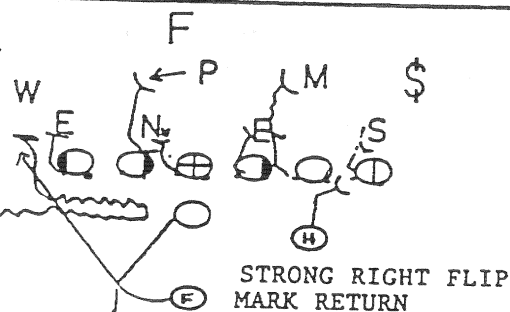
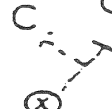
53



(REG)
19 EMOL

TRIPS RIGHT
CHANGE FLY LEFT

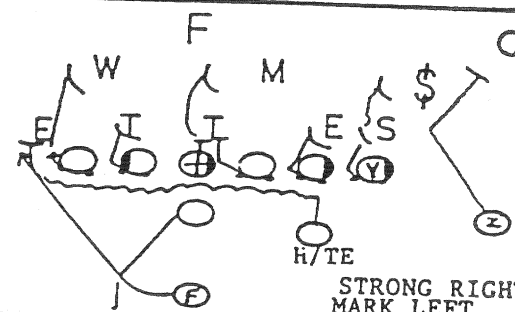
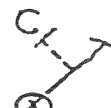
36



(Z)
19 KICK

STRONG RIGHT FLIP
MARK RETURN

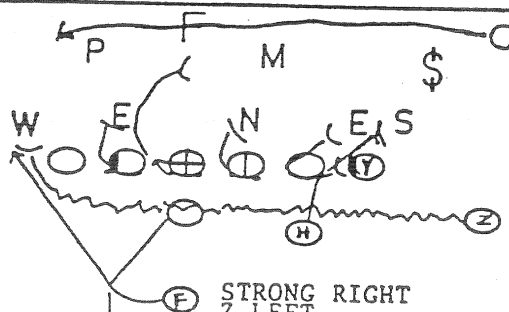
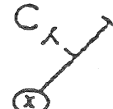
25



(H)
19 EMOL

STRONG RIGHT
MARK LEFT

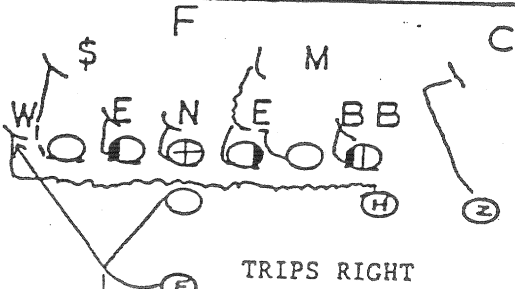
38



(REG)
19 KICK

STRONG RIGHT
Z LEFT

46



(REG)
19 EMOL

TRIPS RIGHT
HUM LEFT

PLAY DESCRIPTION - This play will always be run away from formation strength with the Back or "Z" in motion to block end man on L.O.S.
EMOL -- Back or Backs sub on End man on L.O.S. KICK -- Z or Z's sub on end man on L.O.S.!

CENTER - Block "O" - (playside gap technique) - zone step with near foot. Drive on playside number to armpit. Same as 18-19 (Strong)!

ON GUARD - Block #1 - (Drive technique - Outside breast to armpit) - Same as 18-19 (Strong).

ON TACKLE - Block #2 -- (Drive technique - outside breast to armpit). Same as 18-19 (Strong). Possible "Rub" Technique vs Strong reduction with motion man.

OFF GUARD - Block #1 - (playside gap technique) - Same as 18-19 (Strong).

OFF TACKLE - Block #2 - (playside gap technique) -- Same as 18-19 (Strong).

TIGHT END - Onside
Not applicable

Offside
6 tech Drive cutoff, poss. seal
9 tech wall, poss. sift
7 tech drive scramble

"H-BACK" - On Emol - Block the end man on line of scrimmage playside. Aiming point is outside number to armpit. Will always use motion. On Kick -- Will have backside cutoff block on EMOL or downfield cutoff depending on alignment of \$.

"F-BACK" - Ball carrier -- Same as 18-19 M.

QUARTERBACK - Open step slightly less than 45° to the side of the hole called - Get the ball to the ball carrier as deep as possible. Look the ball into his pocket - Ball carrier's aiming point is T.E.'s butt. Drop 5 quick steps and set to pass.

"Z" - Z or Z's replacement on Kick - Block Cutoff. On Kick Block Emol

"X" - Block Force. Favor corner.

20 SERIES

PLAY

PAGE

26/27 "G"

20-1/2

HB 28-29 GRACE (STRONG)

20-3/4

C

P

M

C

(X)

W

E

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N

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○

E

⊖

S

Y

○

(Z)

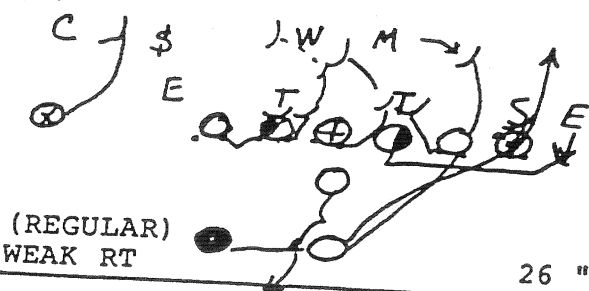
34

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○

DO NOT RUN VS THIS LOOK

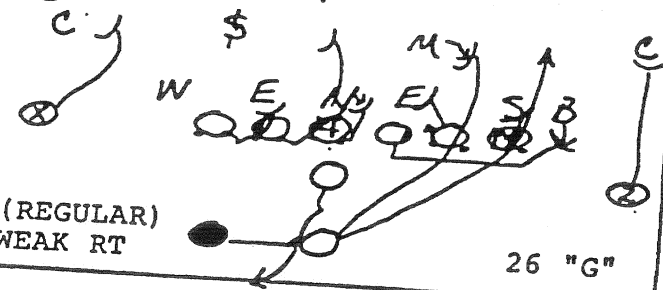
44



(REGULAR)
WEAK RT

26 "G"

46



(REGULAR)
WEAK RT

26 "G"

26 - 27 "G"RULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: OFF TACKLE power play to the Half Back with the Onside Guard pulling and trapping the end man on the L.O.S. (EMOL). This play will only be run vs 46 (Bears) or 44 (San Diego) type looks.

CENTER: Block "O" - (Playside Gap Technique) - zone step with near foot - drive on playside number to armpit. If uncovered, block onside to backside linebacker.

ON GUARD: Pull and trap the end man on L.O.S. (EMOL). Run with a "Base" -- Trap up thru the defender.

ON TACKLE: Block 1st onside - drive head gear thru defender's ear hole. Keep defender "pinned" to inside.

OFF GUARD: Block #1 - (Playside Gap Technique). Alert for B-1 or A-B-1 vs a triple look.

OFF TACKLE: Block #2 - (Playside Gap Technique). Alert to "cut" vs a B-1 or A-B-1 call.

TIGHT END:Onside

Tight Reach ON.

Offside

Cut-off ON. alert for "Zone-R", "C", and "B-C" calls.

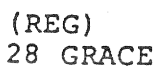
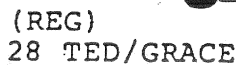
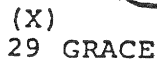
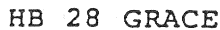
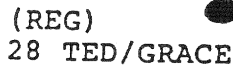
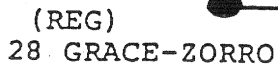
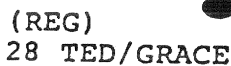
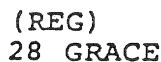
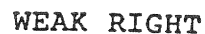
"H-BACK": Ball Carrier -- Step laterally to receive over the top hand off. Come downhill reading the block of the tight end. Run to daylight.

"F-BACK": Aiming point is outside leg of onside tackle. Take best route to block Mike LB.

QUARTERBACK: Open to the Running Back at 7 O'Clock. (Get the ball to him as quickly as possible on his side of the midline). Fake a keeper away.

"Z": Block Thirds

"X": Block Cutoff



PLAY DESCRIPTION - This play is a strongside sweep across the formation and can be run from balanced or staggered backs. "GRACE" means onside guard will pull and block force. "TED" can be used as a change-up to handle wide play defensive end or linebacker.

CENTER - Block "O" - (Playside gap technique) - zone step with near foot - drive on playside number to armpit. If covered by linebacker, zone step.

ON GUARD - Pull and block the force. As you pull - belly back slightly and run a natural arc to attack the outside number of the force man - If he crosses the L.O.S. - Kick him out!

ON TACKLE - Block #2 (DRIVE TECHNIQUE - outside breast to armpit). Versus a 34 look may use "TAB" blocking -- Full zone blocking between tackle and lead back. If #2 is a linebacker - zone step and run a half moon course through defender aligned on tight end to onside linebacker - Alert for Scoop!

OFF GUARD - Block #2 - (PLAYSIDE GAP TECHNIQUE) - When covered by a linebacker - zone step. Work to "Cut" nose tackle. Make "B" call if covered by a down lineman and tackle is covered by a linebacker. Alert for B-1 or A-B-1 vs a triple look!

OFF TACKLE - Block #2 - (PLAYSIDE GAP TECHNIQUE). If off-guard covered by a linebacker, Dip and Rip. Explode to point of attack and look for secondary support or Peel on Pursuit. Any reduction use backside "B"!

TIGHT END - Block #3

9 tech zone step outside foot.
Target outside number

6 tech zone step outside foot on
little finger. Target chin

7 tech zone step inside foot
Target between numbers.

Possible TED change-up

Offside

6 tech drive cutoff. Possible Seal
Run the hole.

9 tech wall, Possible sift. Run
the hole.

7 tech scramble, cutoff.

"H-BACK" - Ball Carrier - Run laterally to break contain. If you can't turn the corner, cut up into first available hole, split defenders, and get upfield.

"F-BACK" - Block defender over the playside guard. If a down lineman aim for the outside leg of the guard. If a linebacker, aim for the inside leg of the playside tackle. (Be ready to adjust path).

QUARTERBACK - Open 90° (6 o'clock) to the side of the hole called. Get your head around to HB quickly as possible - Trail foot continues on same line as first step - Look ball into pocket. Drop 5 quick steps and set to pass.

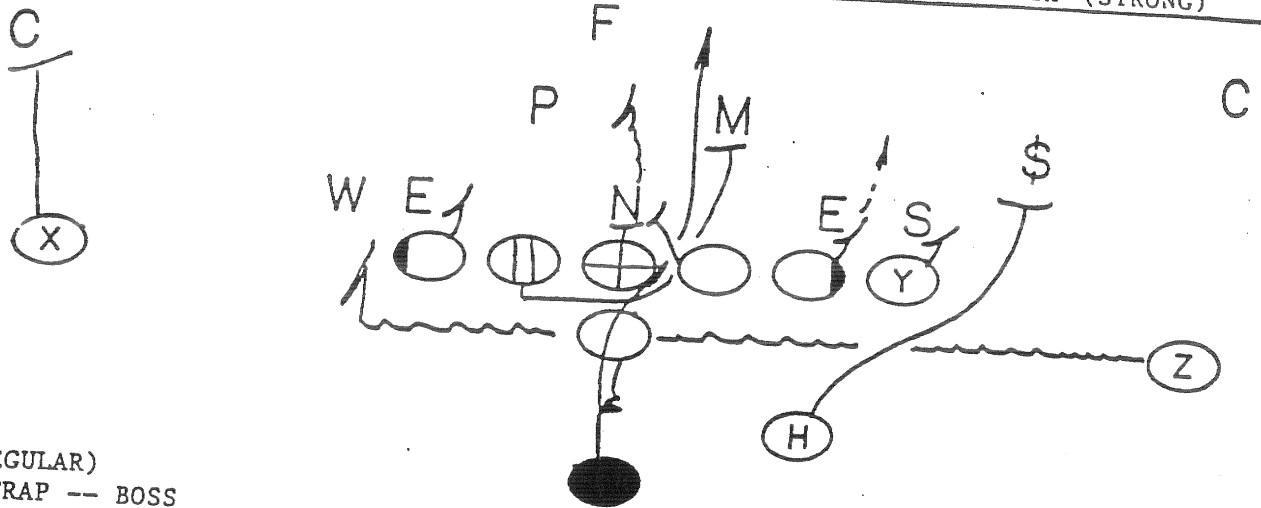
"Z" - Block Deep Third

Zorro - Z Fake Reverse

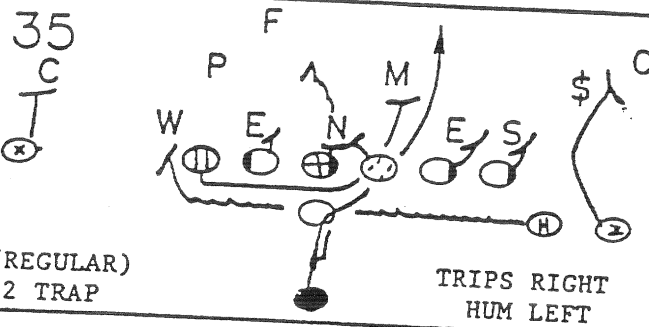
"X" - Block Cutoff.

THIRTY SERIES

<u>PLAY</u>	<u>PAGE</u>
32-33 TRAP (STRONG)	30-1/2
32-33 TRAP (WEAK)	30-3/4
34-35 TRAP (STRONG)	30-5/6
34-35 OTTO (WEAK)	30-7/8
36-37 COUNTER BOSS; ZEUS (STRONG)	30-9/10
36-37 COUNTER SWITCH-BOSS; ZEUS (STRONG).	30-11/12
36-37 COUNTER LOAD (STRONG)	30-13/14

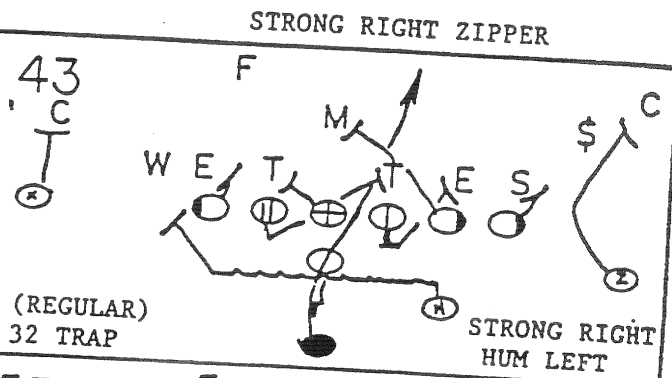


(REGULAR)
32 TRAP -- BOSS



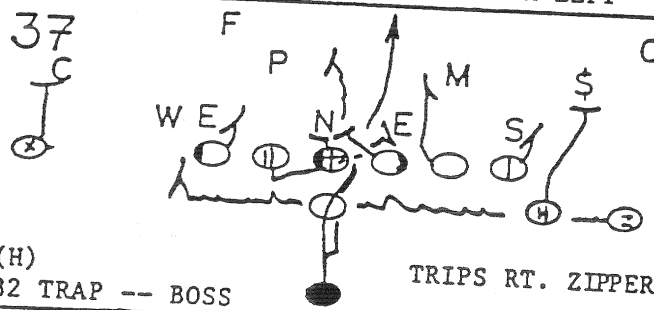
(REGULAR)
32 TRAP

TRIPS RIGHT
HUM LEFT



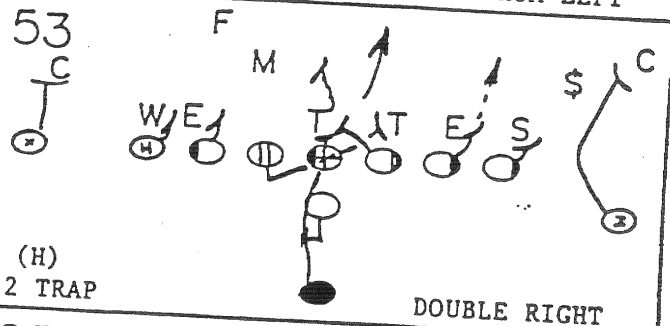
(REGULAR)
32 TRAP

STRONG RIGHT
HUM LEFT



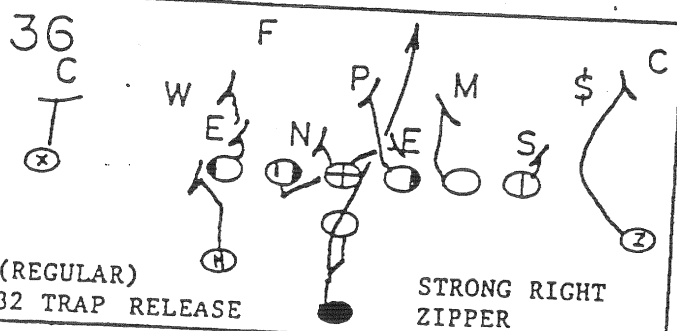
(H)
32 TRAP -- BOSS

TRIPS RT. ZIPPER



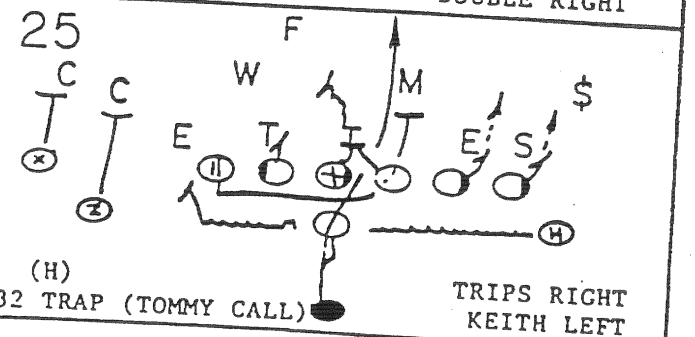
(H)
32 TRAP

DOUBLE RIGHT



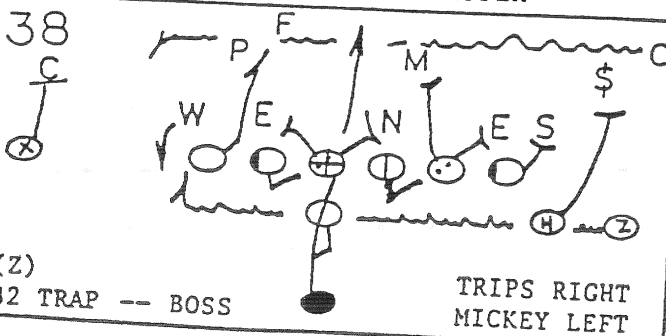
(REGULAR)
32 TRAP RELEASE

STRONG RIGHT
ZIPPER



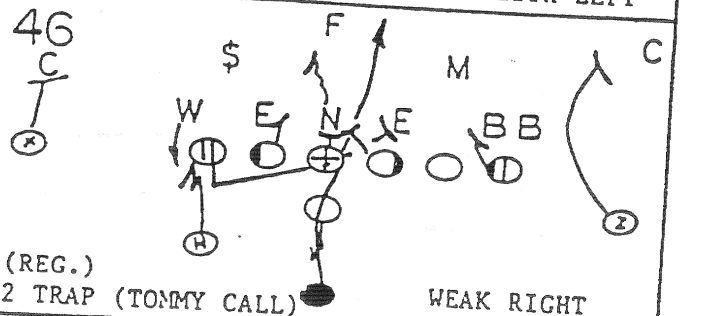
(H)
32 TRAP (TOMMY CALL)

TRIPS RIGHT
KEITH LEFT



(Z)
32 TRAP -- BOSS

TRIPS RIGHT
MICKEY LEFT



(REG.)
32 TRAP (TOMMY CALL)

WEAK RIGHT

PLAY DESCRIPTION - Quick hitting trap to the back aligned in the fullback position. It is important to have a blocker in the "ZIP" area! Offensive line will use 2-3 Hole Trapping rules with the halfback blocking force if to formation and EMOL when away!

CENTER - Block on - Backside! Make calls according to alignment of defensive front! 34 - ODD-ACE; 35 or 25; ODD-ACE - "Tommy"; 43-Even; Triple - ODD-ACE "Tommy"!

ON GUARD - First inside on or off LOS. Alert for ACE call! Covered by down lineman - "Shorty" call vs. 3 Technique. 1 or 2 Technique - Make "I" call - Influence and back defender aligned on the Tackle!

ON TACKLE - Block #2 - (Drive thru outside number) - Grab - Pull Technique - If covered by linebacker block inside number. Alert for "I" Call from onside Guard - Take flat release inside and block near number of first linebacker inside!

OFF GUARD - Pull and trap the call - Get on Trapper's Arc and Trap the first defender past the Center-Box! Alert for "Tommy Call" - Drive back inside number of defender aligned on you!

OFF TACKLE - Block #2 - (Drive Technique - onside number). Alert for "TOMMY CALL" - Pull and Trap the first defender past the Center-Box!

TIGHT END - Block #3

Onside
9 Tech. Zone Step with outside foot target outside hole.
6 Tech. Zone stop outside foot on little finger target chin
7 Tech. Zone step inside foot drive influence outside number poss. releas, Poss. fake

Offside
6 Tech. Drive cut-off
9 Tech. Wall, Poss. Sift
7 Tech. scramble cut-off

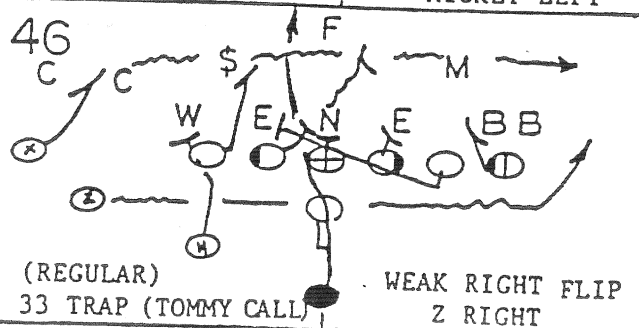
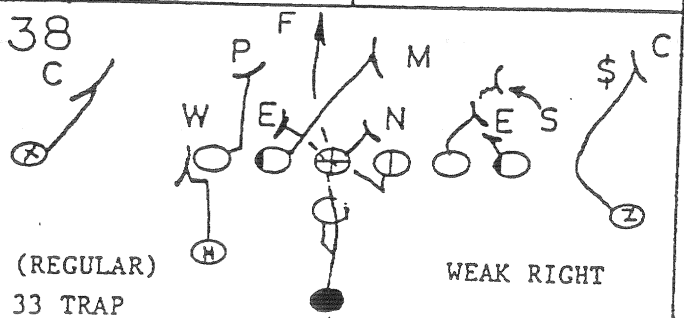
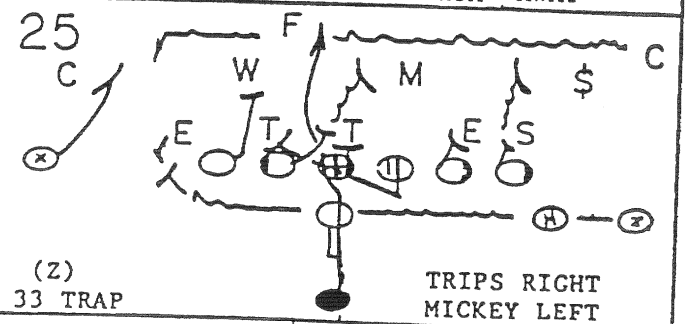
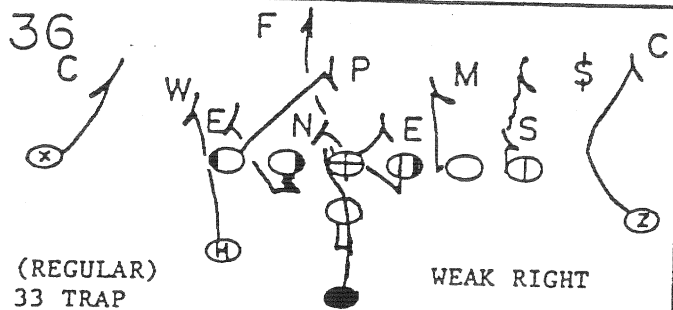
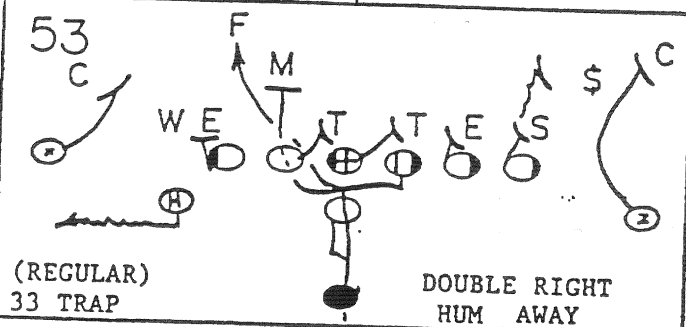
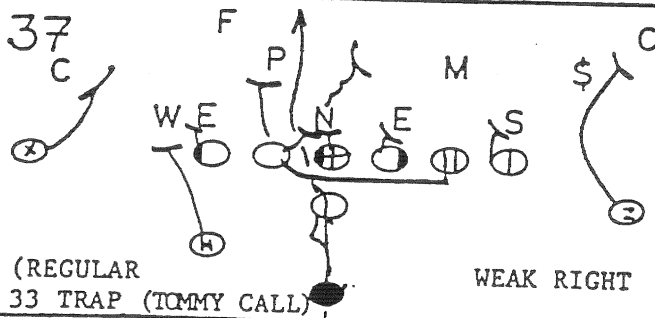
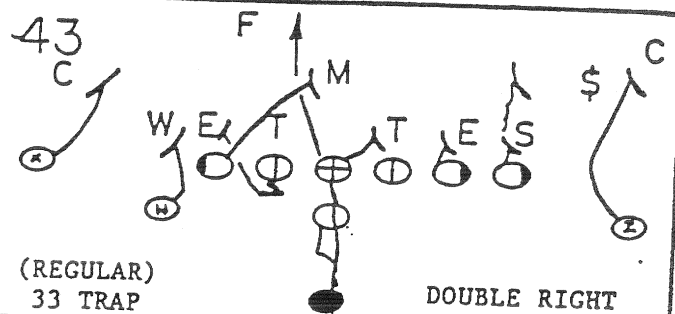
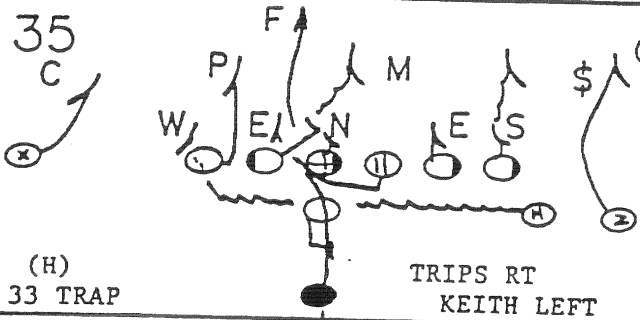
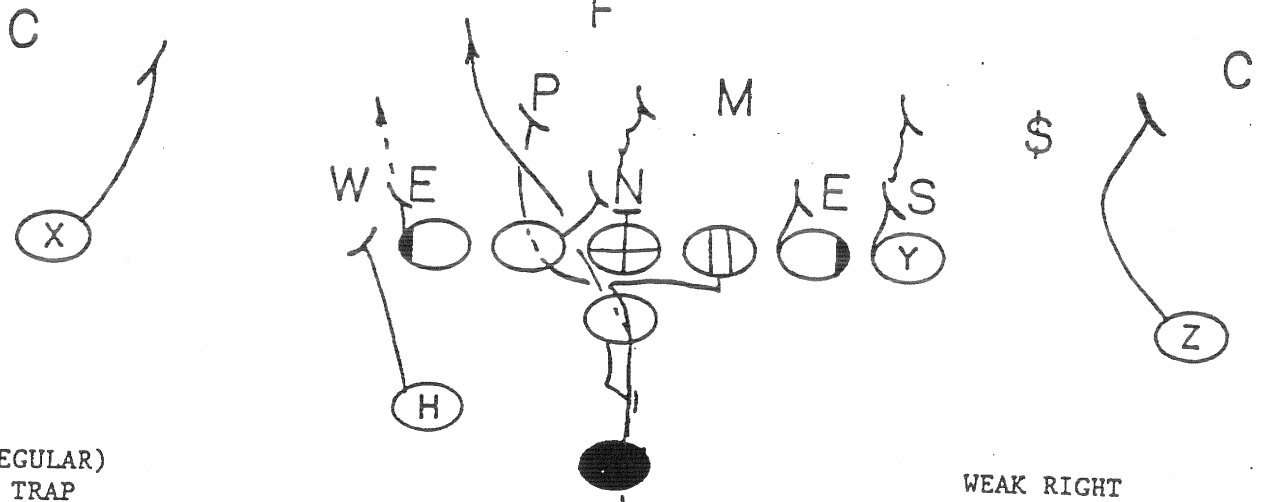
"H-BACK" - Block weakside EMOL if aligned or motioned weak. Block force if aligned to strongside. On release block Number 3.

"F-BACK" - Ball carrier - Balanced alignment. Step straight ahead to receive handoff. Hug the double team and read the trap block. Hesitate slightly on a "Tommy" call.

QUARTERBACK - Open with your back to the hole called - Move position to A GAP to allow ball carrier straight path to Center. Ball carrier has the right-of-way. Look ball into pocket - drop 5 quick steps and set to pass.

"Z" - Block Zip area.

"X" - Block deep third.



PLAY DESCRIPTION - Quick hitting trap to the back aligned in the fullback position. When the play is called away from the formation strength the "H" of H's sub will be responsible for blocking EMOL.

CENTER - Block on - Backside! Make calls according to alignment of defensive front! (2-3 Hole Trapping Rules).

ON GUARD - First inside on or off LOS. Alert for ACE CALL! (2-3 Hole Trapping Rules).

ON TACKLE - Block #2 - (Drive thru outside number) - Grab - Pull Technique if covered by linebacker block inside number. Alert for "I" call from onside guard (2-3 Hole Trapping Rules).

OFF GUARD - Pull and Trap the call - Get on trapper's ARC and trap the first defender past the Center-Box!

OFF TACKLE - Block #2 - (Drive Technique - inside number). Alert for "TOMMY CALL" - Pull and trap the first defender past the Center-Box!

<u>TIGHT END</u> -	<u>Onside</u>	<u>Outside</u>
	Not Applicable	6 Tech. Drill cut off.
		9 Tech. Wall Poss. Sift
		7 Tech. Scramble cut-off

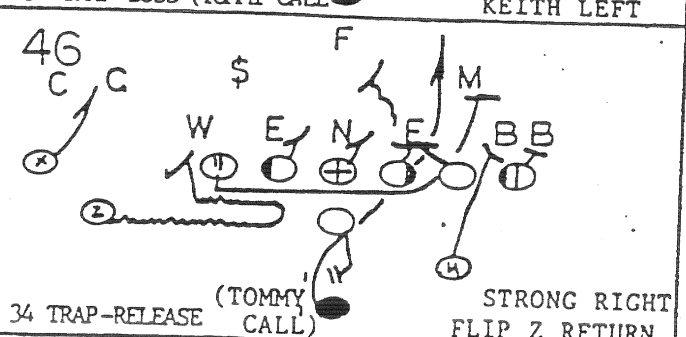
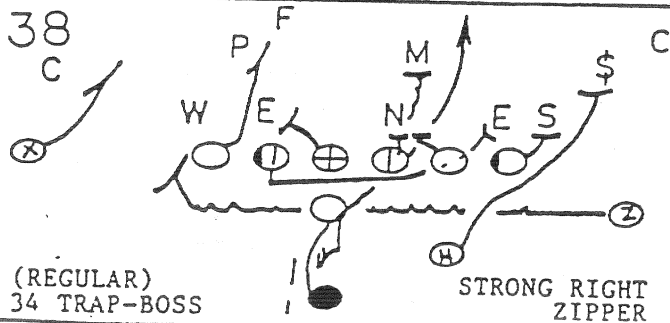
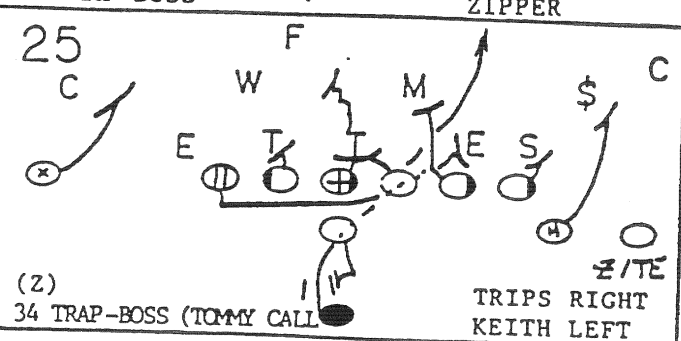
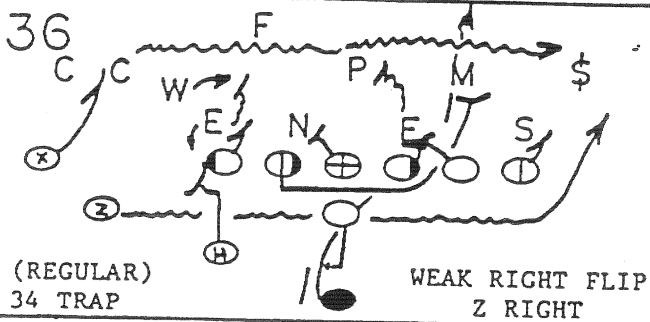
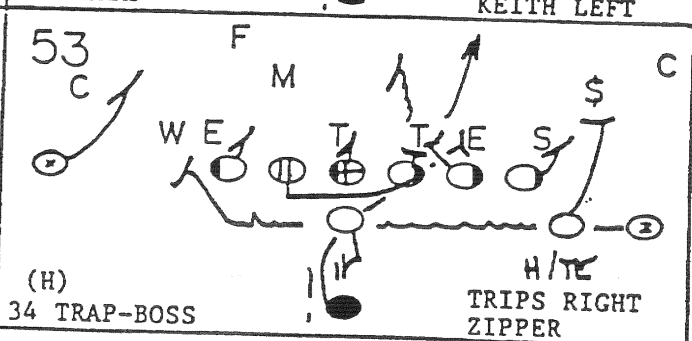
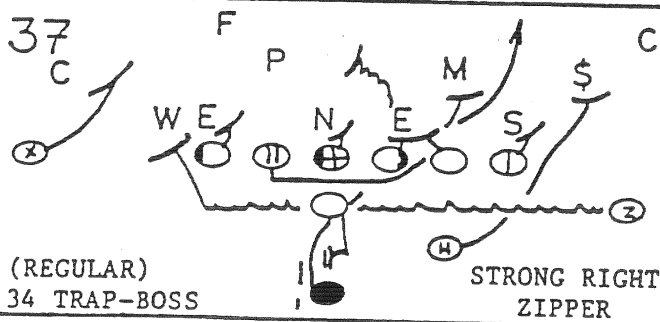
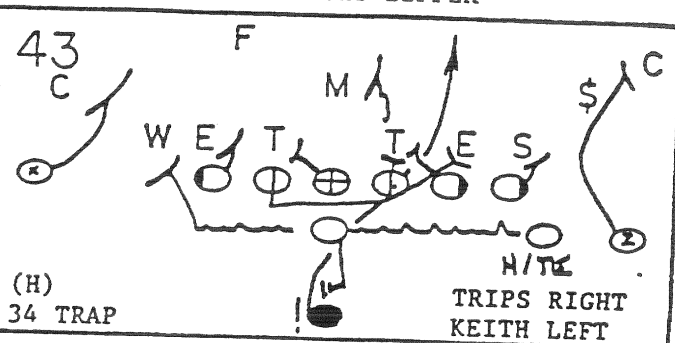
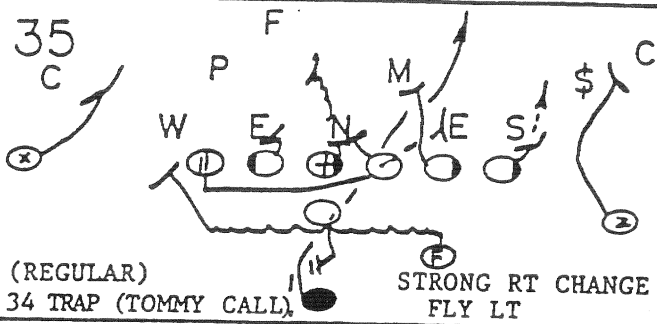
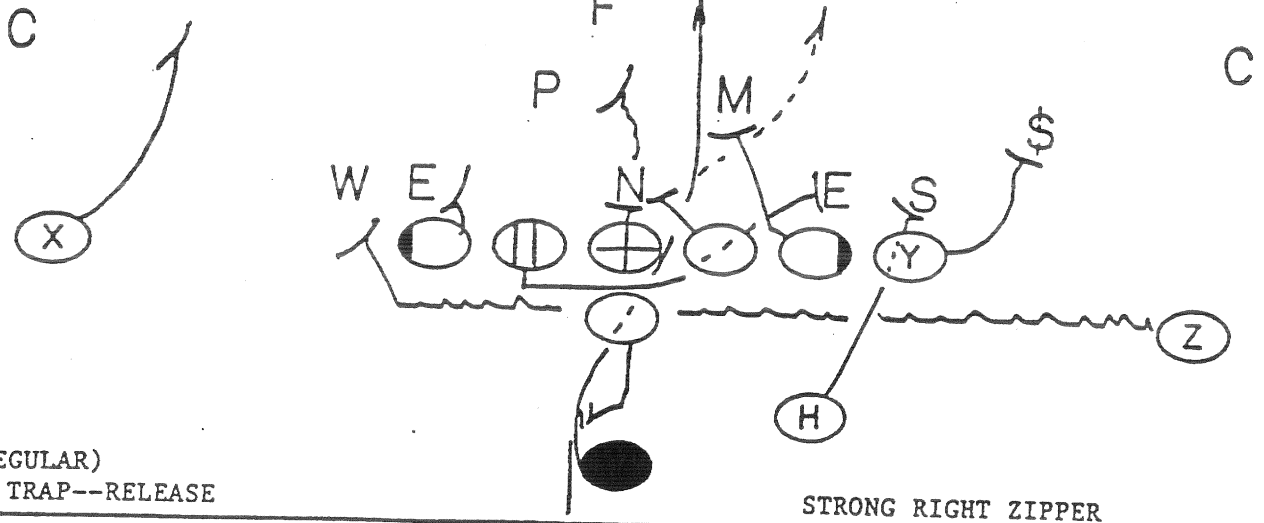
"H-BACK" - Block EMOL weakside. If aligned strong release downfield, block running lane.

"F-BACK" - Ball carrier - same as 32-33 Trap (Strong). Hug the double team and read the trap block. Hesitate slightly on a "Tommy" call.

QUARTERBACK - Open with your back to the hole called - Look ball into pocket - Drop 5 quick steps and set to pass - Same as 32-33 Trap (Strong).

"Z" - Block deep third.

"X" - Block deep third.



RULES - TECHNIQUES - COACHING POINTS34/35 TRAP (STRONG)

PLAY DESCRIPTION: Quick hitting trap to the back aligned in the fullback position. The offensive line will use 4-5 Hole Trapping Rules with the halfback blocking force if to formation and EMOL when away!

CENTER -- Block on -- Backside! Make calls according to alignment of the defensive front!

ON GUARD -- First inside on or off LOS. Alert for Ace Call!
Covered by down lineman -- Mike DUCE CALL!

ON TACKLE -- Take inside release to block middle or onside linebacker. Alert for DUCE CALL -- Duce read to middle to backside linebacker! If covered by a linebacker -- make EAGLE CALL -- Duce read to backside linebacker!

OFF GUARD -- Pull and Trap the call -- get on Trapper's Arc and Trap the First defender past the onside guard - Box! Alert for EAGLE CALL -- Pull and Trap the linebacker over the onside tackle-Box! Alert for TOMMY CALL -- drive block inside number of defender aligned on you!

OFF TACKLE -- Block #2 -- (Drive technique--inside number.) Alert for "TOMMY CALL" -- Pull and Trap the first defender past the onside guard--Box!

TIGHT END Block #3ONSIDE

- 9 Tech. Zone step outside foot target outside #.
- 6 Tech. Zone step outside foot target chin.
- 7 Tech. Zone step inside foot
Drive Influence outside #
Poss. Release

OFFSIDE

- 6 Tech. drill cut-off
- 9 Tech. Wall. Poss. Sift
- 7 Tech. Scramble cut-off

"H-BACK" Block weakside EMOL if aligned or motioned weak. Block force if aligned to the strongside. On "Release" Block #3.

"F-BACK" Ball carrier -- same as 32-33 trap strong.

QUARTERBACK Open 90° (6 o'clock) with your back to the hole called - balance up your trail post as quickly as possible to allow the ball carrier full vision of the hole -- look ball into pocket -- drop 5 quick steps and set to pass.

"Z"- Block Deep Third

"X"- Block Deep Third

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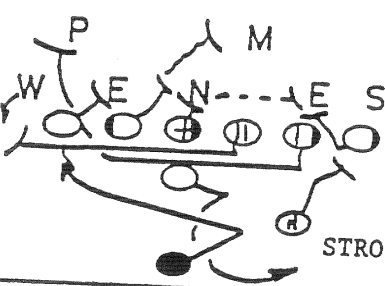
(REG)
CAN'T RUN -- NOT A WEAK REDUCTION!

STRONG RIGHT CHANGE

35

C

F



(REG)
35 OTTO

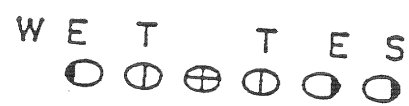
STRONG RIGHT

43

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37

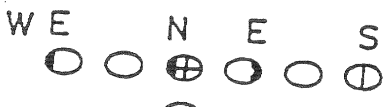
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53

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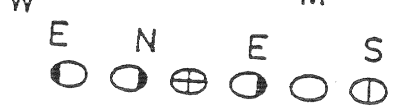
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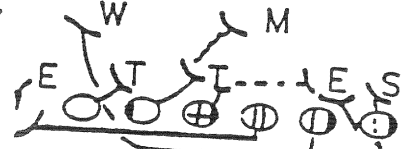


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(H)
35 OTTO

TRIPS RIGHT

38

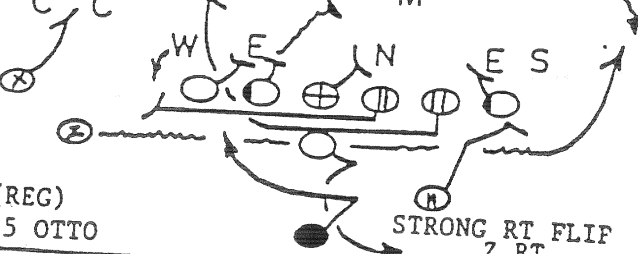
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(REG)
35 OTTO

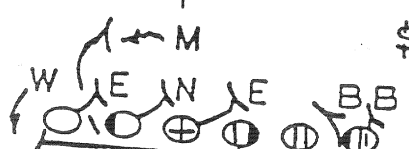
STRONG RT FLIP
Z RT

46

C

F

M



(REG)
35 OTTO

TRIPS RIGHT

PLAY DESCRIPTION: This is the "COUNTER" to the weakside (away from Y) of the formation call. If run to the open side of the formation can only be run to a 5 look (weak reduction). This is a good change up vs. teams that over shift strong!

CENTER -- Block backside gap -- "cut" the first defender backside. Take short 1e step with backside foot -- explode! Same as 36-37 Counter.

ON GUARD -- Block first inside on or off L.O.S.! Same as 36-37 Counter.

ON TACKLE -- Block first inside on or off L.O.S.! Same as 36-37 Counter.

OFF GUARD -- Pull flat towards the point of attack and TRAP the outside linebacker or end man on L.O.S.!

OFF TACKLE -- Pull -- get on the hip of the backside guard -- read his back -- trap -- turn up inside this block and look for linebacker in the hole!

TIGHT END Slide to seal from pulling tackle -- be alert for bubble over guard. Center will also be coming back for DE.

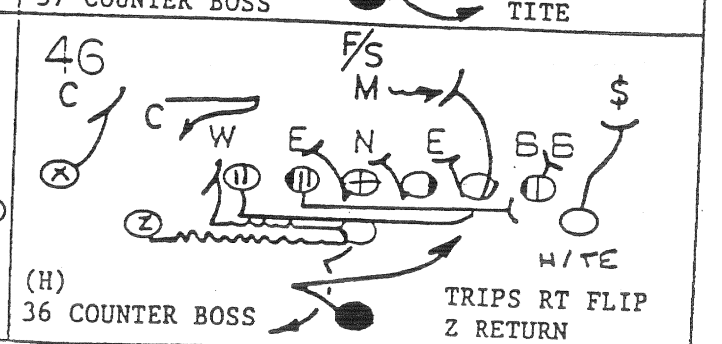
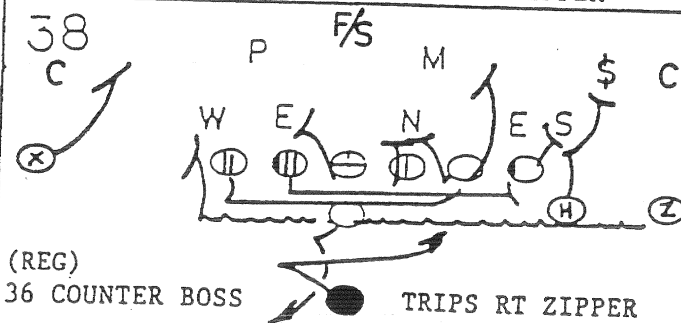
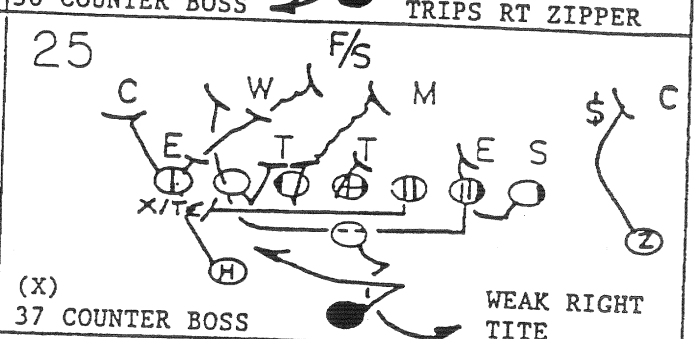
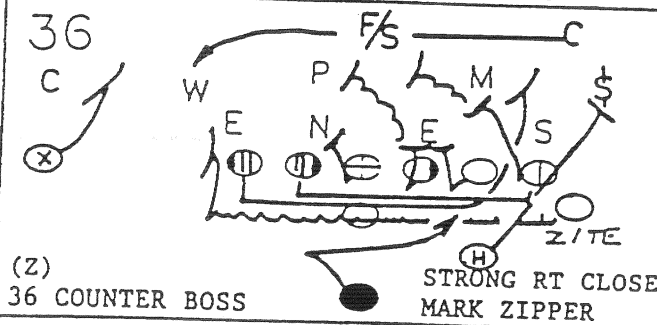
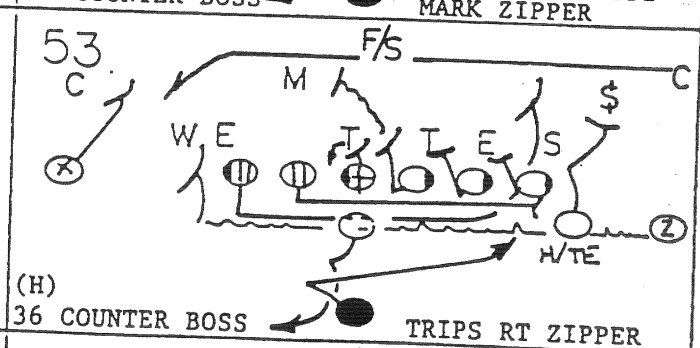
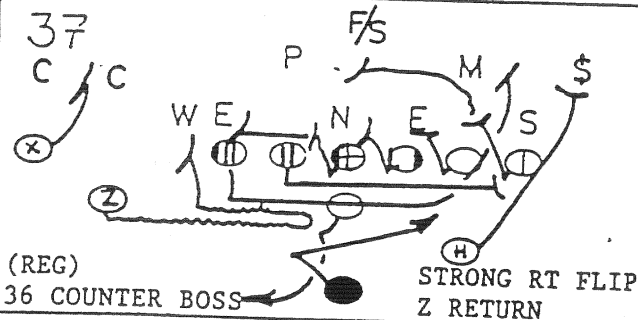
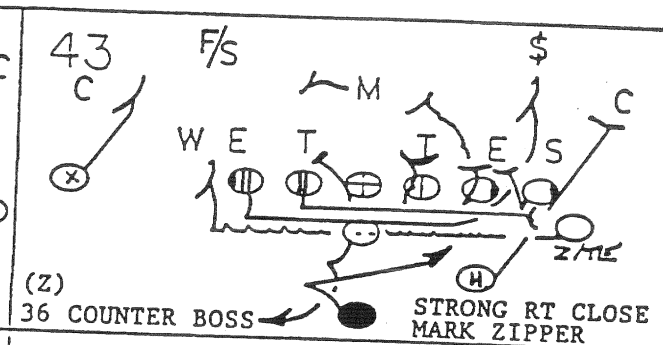
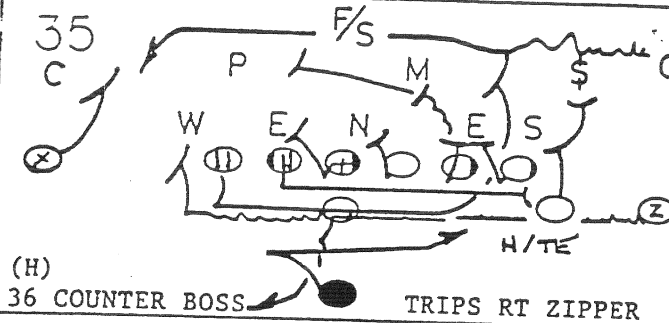
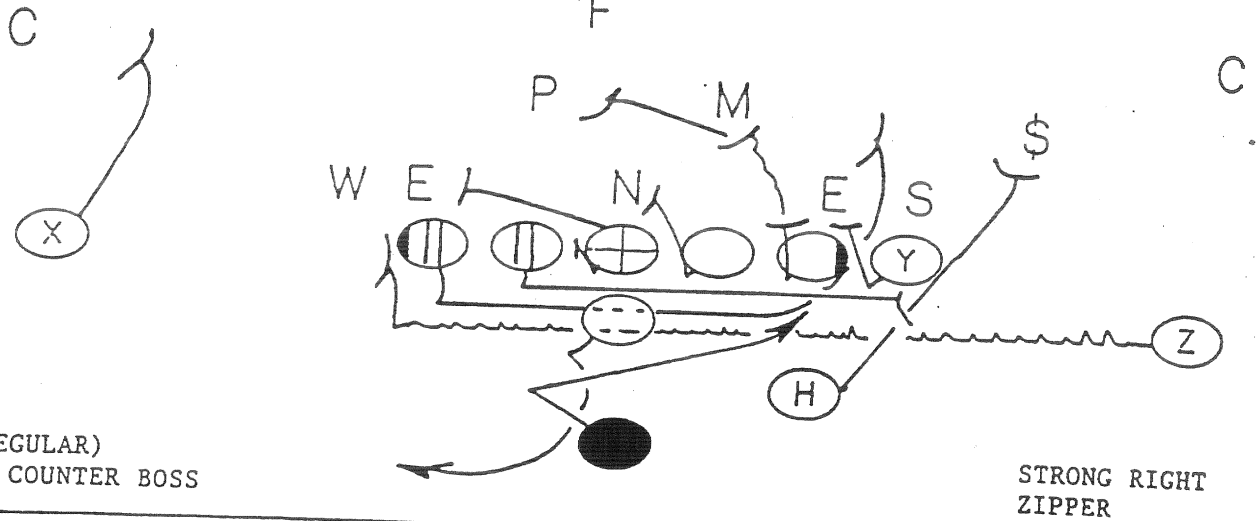
"H-BACK" Block EMOL strongside.

"F-BACK" Ball carrier -- take counter step away from hole to receive hand-off. Read the block of the off-guard on weakside EMOL.

QUARTERBACK Can only be run vs. weak reduction -- same action as 36-37 Counter -- Open 45° with same action as 16 BOSS (17 BOSS) -- ball carrier will counter opposite initial action -- look ball into pocket -- bootleg opposite ball carrier.

"Z" Block Cutoff

"X" Block Deep 1/3



PLAY DESCRIPTION: This play is designed to misdirect the defense through blocking scheme and backfield action. The counter action by our back will misdirect the defense enough to give our offensive front excellent blocking angles at the point of attack. Strong side blocking scheme will be BOSS!

CENTER: Block backside gap - "Cut" the first defender backside. Take short lead step with backside foot - explode! Make Odd-Off call if covered by a down lineman and offside guard is covered by a down lineman.

ON GUARD: Block first inside on or off L.O.S. Covered by a linebacker, block inside on nose tackle -- step for hip and block near number. Odd-Off call -- must stop penetration by nose tackle. Covered by a down lineman -- take tight release (zone step inside). Block middle to backside linebacker. May use counter wheel Tech.

ON TACKLE: Block first inside on or off L.O.S! Covered by a down lineman -- take tight release (zone step inside) - block onside to backside linebacker. Throttle down and get a base. Covered by a linebacker or uncovered block inside on defender. Aligned on the guard -- if he works across guard's face -- look for defender looping back or work to 2nd level for linebacker.

OFF GUARD: Pull flat towards the point of attack and TRAP the outside linebacker or end man on L.O.S.

OFF TACKLE: Pull -- get on the hip of the backside guard -- read his block trap -- turn up inside this block and look for linebacker in the hole -- Always look back where you come from.

TIGHT END: Block 1st inside on or off L.O.S.

Alert: 5 Technique - know if he is a read guy or penetrator by alignment. This will change your aiming point.

4 Technique - step at hip. Punch and pass 4 tech to the tackle. work to second level. Block the BSLB.

4I Technique - Combo off your onside tackle hip - work to second level. Throttle down get base. ALERT "TREY" to BSLB. QUAD to BSLB. Possible release. Turn vs 46 Def.

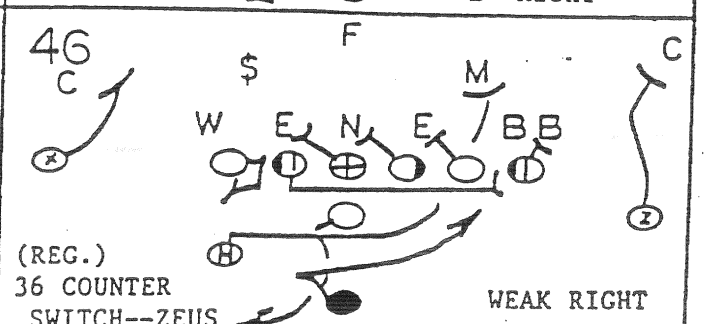
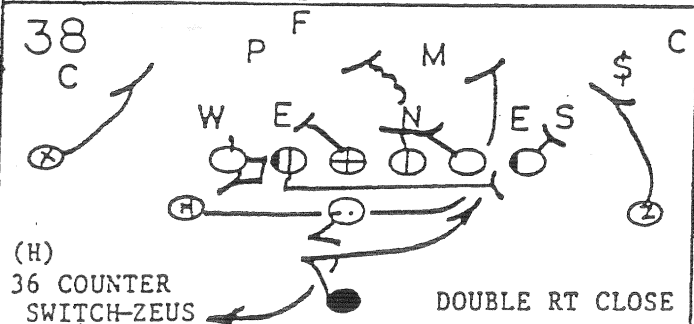
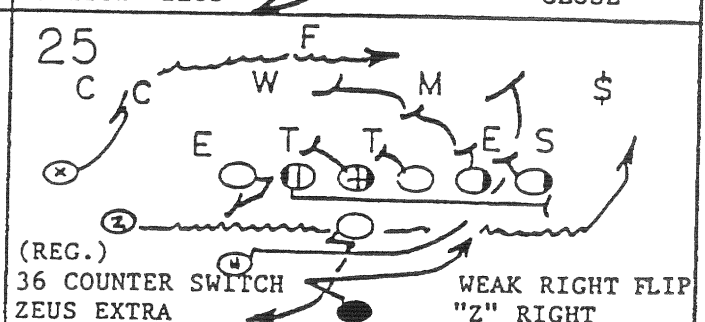
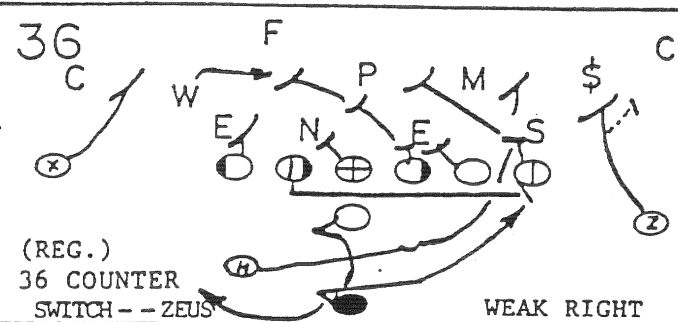
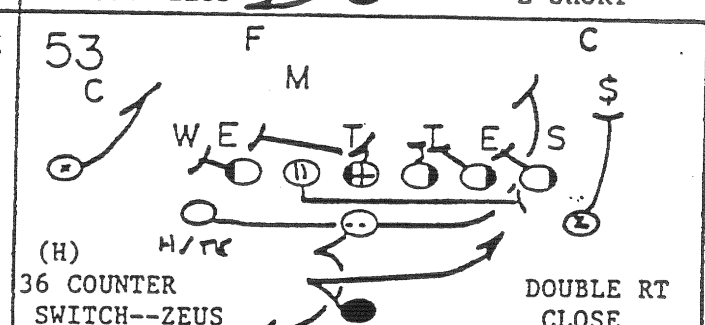
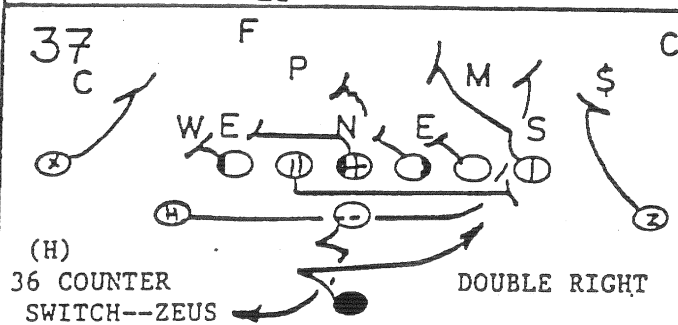
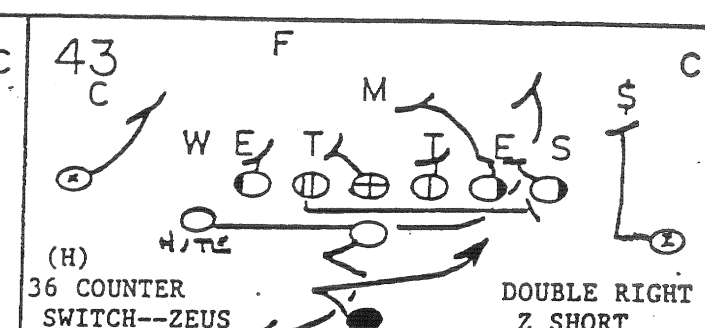
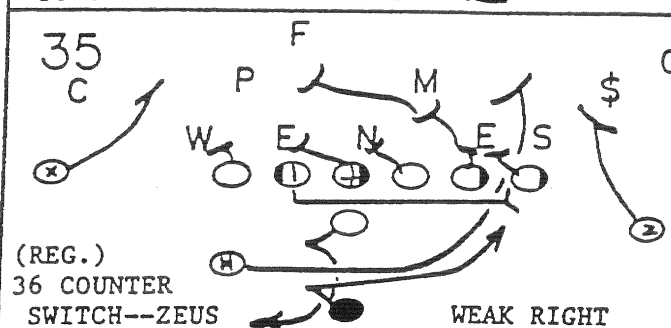
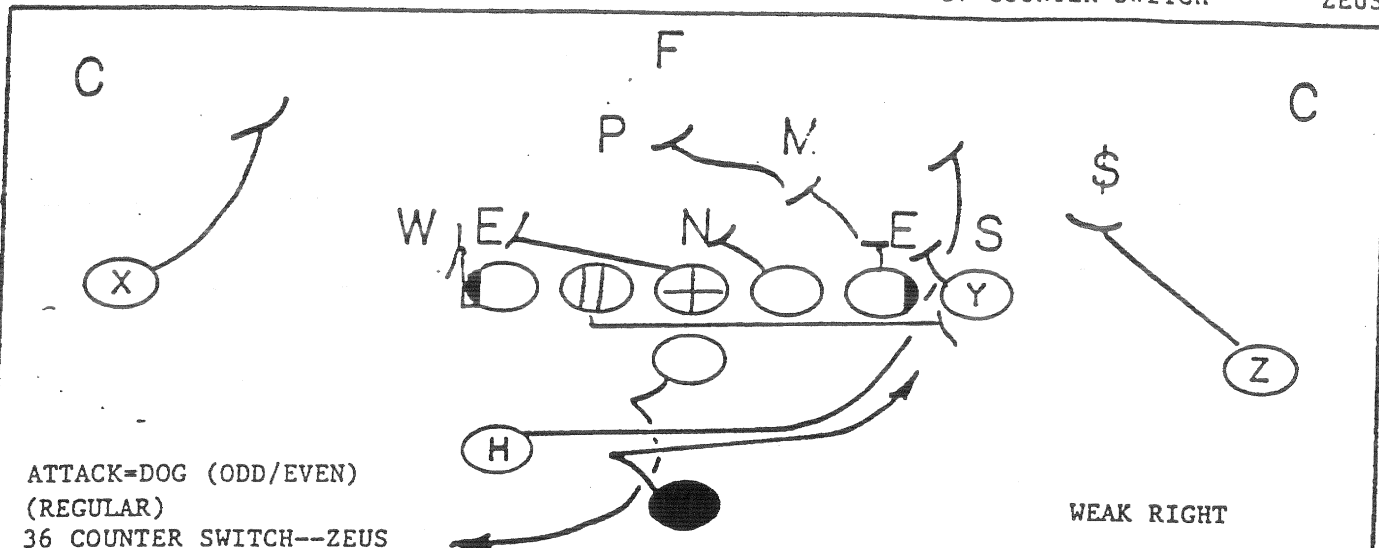
"H-BACK": Block strongside force.

"F-BACK": Ball carrier - take counter step away from hole to receive hand off. Attack the hole thinking inside. Read the trap block of the off-guard.

QUARTERBACK: Open 45% with the same action as 17 call (16 call) - Ball carrier will counter opposite initial action - Look ball into pocket. Bootleg opposite ball carrier.

"Z": Block Zip or Zipper

"X": Block Cutoff



PLAY DESCRIPTION: "SWITCH" is a term where by H or HIS Sub and off-tackle will switch blocking assignments giving us a different blocking scheme. This play will only be run to strong side with Zeus Blocking!

CENTER -- Block backside Gap. Same as 36-37 Counter

ON GUARD -- Block First inside on or off L.O.S.! Same as 36-37 Counter.

ON TACKLE -- Block First inside on or off L.O.S.! Same as 36-37 Counter

OFF GUARD -- Pull flat towards the point of attack and TRAP the outside linebacker or end man on L.O.S.! Be alert to Log him if he closes hard.

OFF TACKLE -- Block EMOL (End man on LOS). Covered by a down lineman--take short step with inside foot (balance step) -- lead back on 2nd step and block near number of EMOL! NOTE: Vs a 4-3 look --Use Hinge Technique. Handle the End and the Win!

TIGHT END Block 1st inside on or off L.O.S.

ALERT: 5 Technique - know if he is a read guy or penetrator by alignment. This will change your aiming point.

4 Technique - step at hip. Punch and pass 4 tech. to the tackle. Work to second level. Block the BSLB.

4I Technique - Combo off your onside tackle hip - work to second level. Throttle down get base. ALERT "TREY" to BSLB. QUAD to BSLB. Possible release. Turn vs. 46 Def.

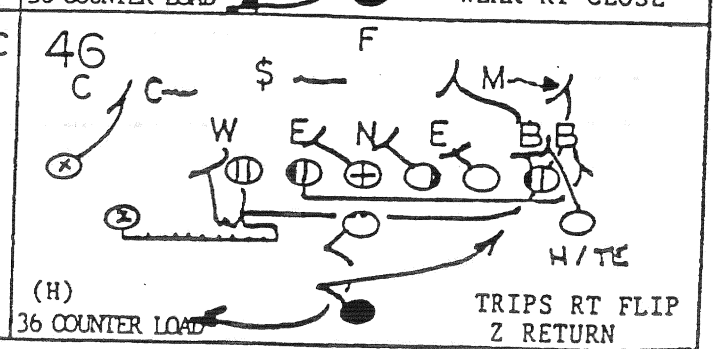
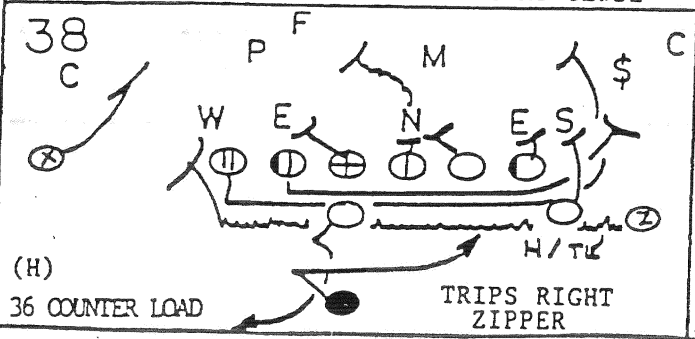
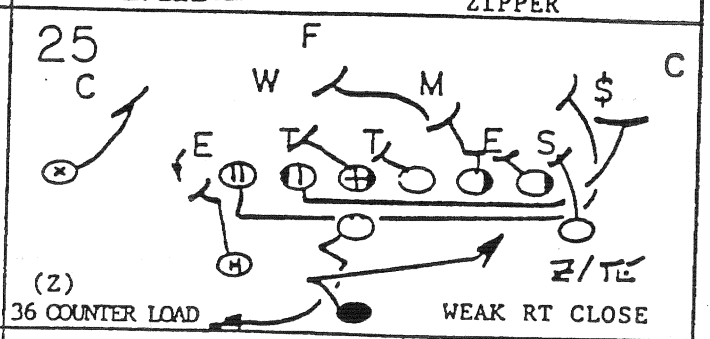
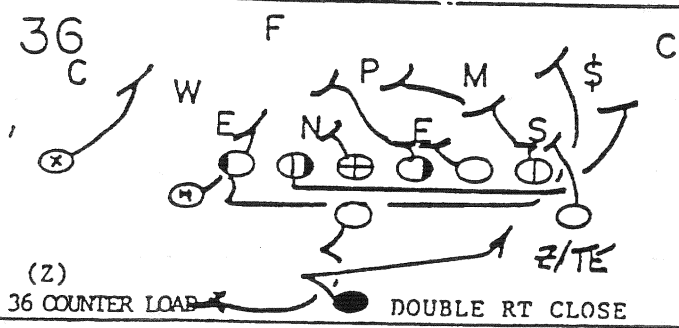
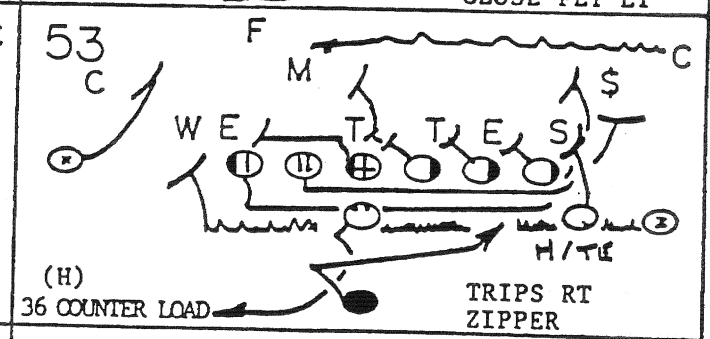
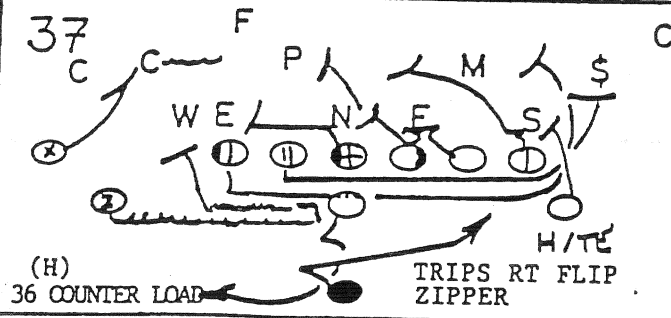
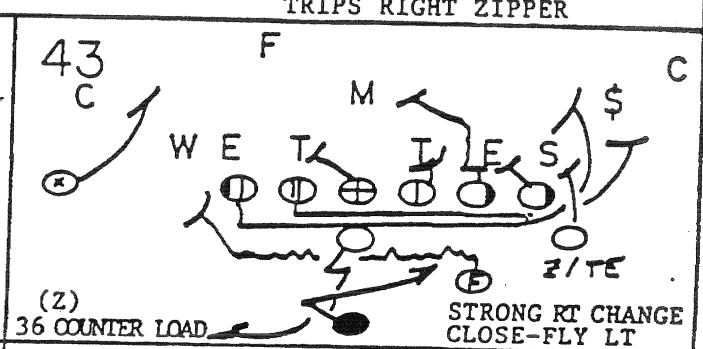
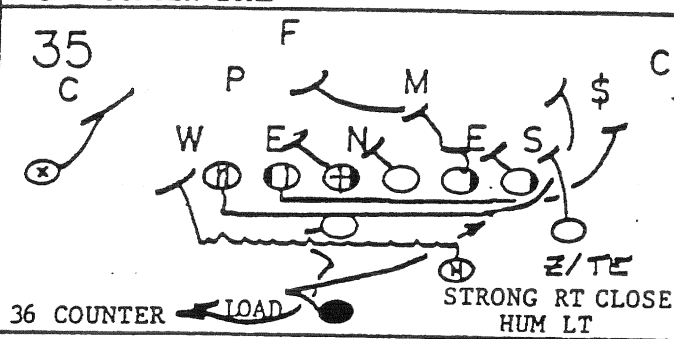
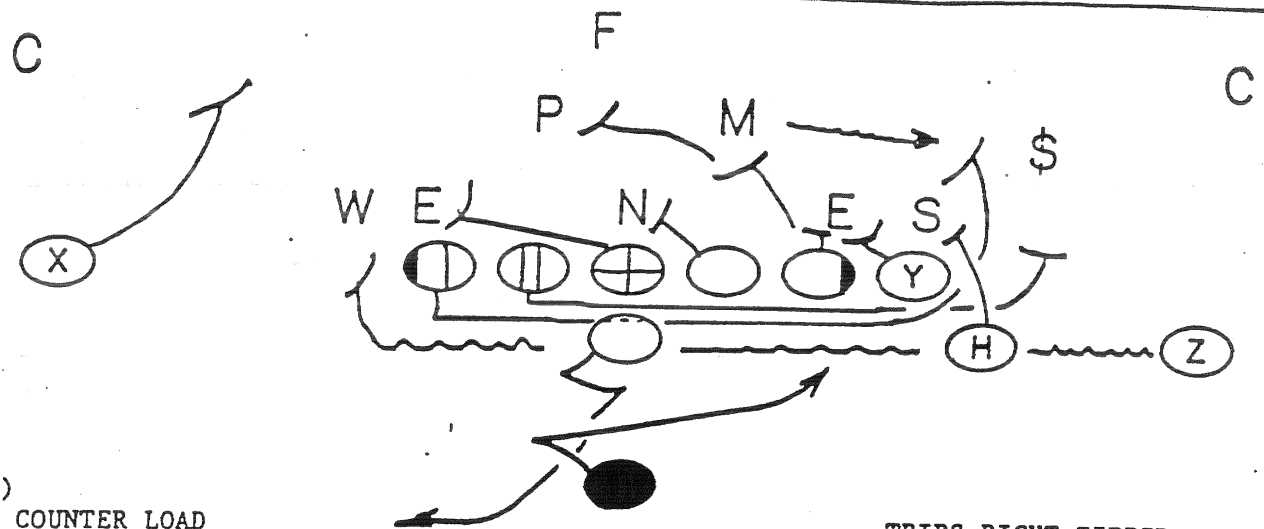
"H-BACK" Pull -- get into hip of off-guard -- turn up inside his block and block the first linebacker in the hole.

"F BACK" Ball carrier -- same as 36-37 Counter strong.

QUARTERBACK Open 45° with same action as 17 Call (16 Call) -- Ball carrier will counter opposite initial action -- Look ball into pocket -- Bootleg opposite ball carrier.

"Z" - Block Force

"X" - Block Deep 1/3



PLAY DESCRIPTION: "LOAD" is a strong side blocking scheme where H/H'S Sub or Z's Sub. will block "SAM" and our off-guard will pull and kick out on support.

CENTER -- Block backside gap. Same as 36-37 Counter.

ON GUARD -- Block First inside on or off L.O.S.! Same as 36-37 Counter.

ON TACKLE -- Block First inside on or off L.O.S.! Same as 36-37 Counter.

OFF GUARD -- Pull flat towards the P.O.A. and trap the first defender outside of H or Z's alignment! NOTE -- H or Z will align just outside of Y in either a Trips or Close formation! Be alert to Log him if he closes hard.

OFF TACKLE -- Pull -- get on the hip of the backside guard -- read his block -- Pull up through the hole just outside of "H" or Z's block!

TIGHT END Block 1st inside on or off L.O.S.

ALERT: 5 Technique - know if he is a read guy or penetrator by alignment. This will change your aiming point.

4 Technique - step at hip. Punch and pass 4 tech. to the tackle. Work to second level. Block the BSLB.

4I Technique - Combo off your onside tackle hip - work to second level. Throttle down get base. ALERT "TREY" to BSLB. QUAD to BSLB. Possible release. Turn vs. 46 Def.

"H-BACK" If aligned strong block down on number 3. If #3 moves to a head-up alignment, make wide or dolphin call and release and block the force.

If aligned weak, block EMOL weakside.

"F BACK" Ball carrier -- take counter step away from hole to receive handoff. Hug the load block and read the off guard's block on force.

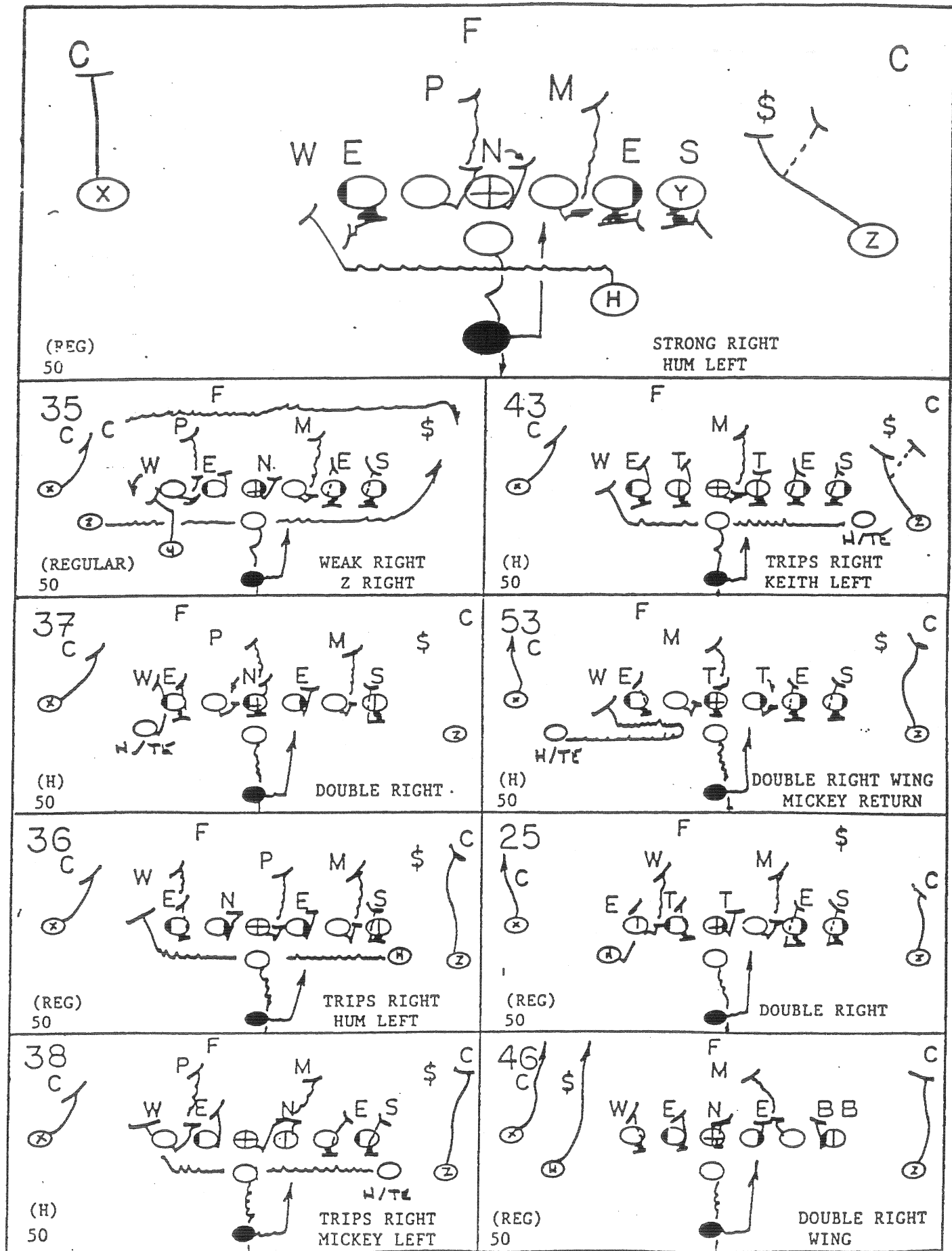
QUARTERBACK Open 45° with same action as 17 Call (16 Call) - Ball carrier will counter opposite initial action -- Look ball into pocket -- Bootleg opposite ball carrier.

"Z" Block Zip area.

"X" Block cut off.

FIFTY SERIES

<u>PLAY</u>	<u>PAGE</u>
50-51 (STRONG)	50-1/2
52-53 (STRONG)	50-3/4
56-57 (WEAK)	50-5/6
SPRINT LT/RT DRAW	50-7/8
SLOW DRAW RT/LT	50-9/10



PLAY DESCRIPTION: This is a Draw Play that we will run from multiple formations. For play to be successful, there are certain "MUSTS" - a.) Goodline splits; (b.) Quick pass set on or near L.O.S.; (c.) Time the block or defender -- when he starts his rush -- Explode!

CENTER -- Block "O" -- (DRAW TECHNIQUE) -- Quick set -- show pass -- drive on playside number. If covered by linebacker or uncovered -- use stand up "Gap" technique with onside Guard!

ON GUARD -- Block #1 -- (DRAW TECHNIQUE) -- Quick set -- show pass -- If covered by a down lineman -- make defender take a side. If covered by a linebacker -- set flat -- use standup "Slip" with onside tackle!

ON TACKLE -- Block #2 -- (DRAW TECHNIQUE) -- Quick set -- show pass -- If covered by a down lineman -- work "butt" into hole -- Possible slip with onside guard. If covered by a linebacker -- set flat -- use stand up "Scoop" with tight end!

OFF GUARD -- Block #1 (DRAW TECHNIQUE) -- Quick set -- show pass -- work your butt into hole. If covered by a linebacker -- set flat -- get "Push" on nose! Tackle -- use stand up backside "A"! Covered by down lineman and off tackle covered by linebacker -- use stand up "B"!

OFF TACKLE -- Block #2 -- (DRAW TECHNIQUE) -- Quick set -- show pass -- work your butt into hole. If covered by a linebacker -- get "Push" on end -- execute stand up "B" Technique"

TIGHT END Block #3 (DRAW TECHNIQUE) Get set quickly -- invite the man to go outside. Do not let the defender come back across your face.

"H-BACK" Block weakside EMOL

"F-BACK" Ball carrier -- Step call side to receive handoff. Read the block of the first covered lineman callside. Run to daylight.

QUARTERBACK Drop as to pass -- keep eyes downfield first two steps -- mesh with ball carrier -- seat ball into pocket -- continue to pass set.

"Z" - Block 1/3

"X" - Block 1/3

ATTACK=PAINTER 2/3
(REGULAR)

52

WEAK RIGHT

35

(REG.)

52

STRONG RIGHT

43

(REGULAR)

52

WEAK RIGHT

37

(REG.)

52

WEAK RT FLIP
Z RIGHT

53

(REG.)

52

STRONG RT FLIP
Z RIGHT

36

(REGULAR)

52

WEAK RIGHT

25

(REGULAR)

52

WEAK RIGHT

38

(REGULAR)

52

WEAK RIGHT

46

AUDIBLE

PLAY DESCRIPTION: This is an Over Lead Draw to the strongside of the formation
The offensive front must QUICK SET and Show Pass and then
Explode when defender starts to rush!

CENTER -- Backside Gap -- Backside linebacker. ACE CALL if covered by a down-
lineman and onside guard covered by a linebacker.

ON GUARD -- Block #1 -- (DRAW TECHNIQUE) -- Quick Set -- Show Pass -- explode.
Alert for Ace Call -- Ace read to backside linebacker! On tackle makes
Duce Call -- execute Duce Read!

ON TACKLE -- Block #2 -- (DRAW TECHNIQUE) -- Quick Set -- Show Pass -- explode --
Block defender the way he wishes to go! If covered by a linebacker or
uncovered -- Make Duce Call -- Quick Set -- Show Pass -- Execute stand up
duce with onside guard.

OFF GUARD -- Block First man on L.O.S. -- Fan -- (DRAW TECHNIQUE) -- Quick Set
-- Show Pass -- Explode and work your "Butt" into hole.

OFF TACKLE -- Block Second man on L.O.S. -- Fan -- (DRAW TECHNIQUE) -- Quick Set
-- Show Pass Explode and work your "Butt" into hole.

TIGHT END -- Block #3. (DRAW TECHNIQUE) Get set quickly, invite the man to go
outside. Do not let the defender come back across your face.

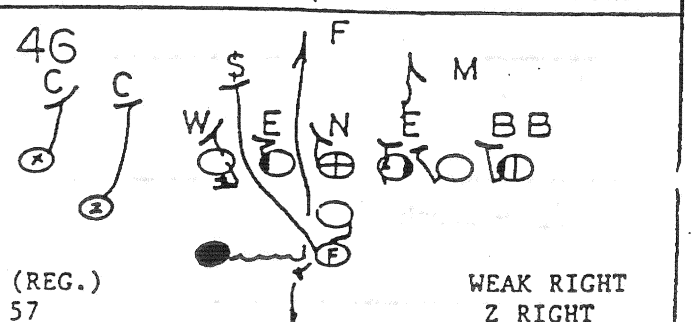
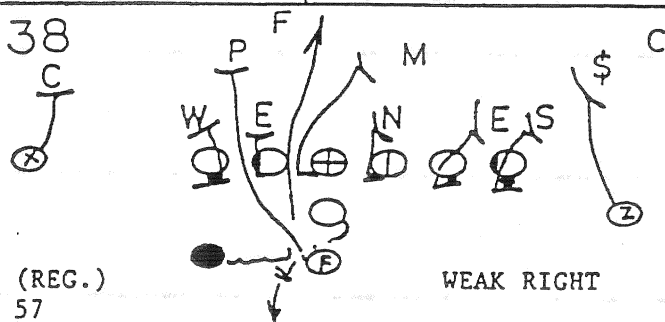
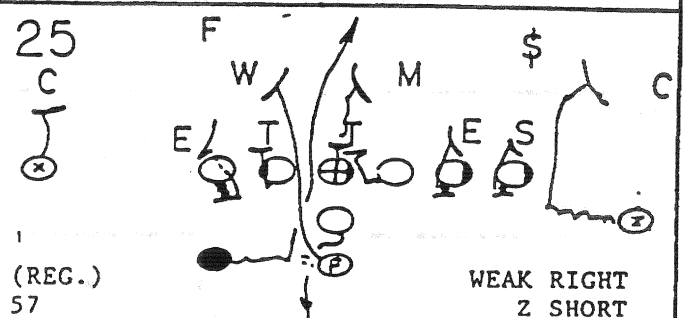
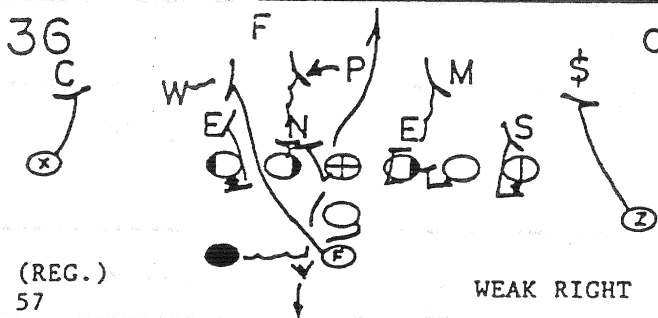
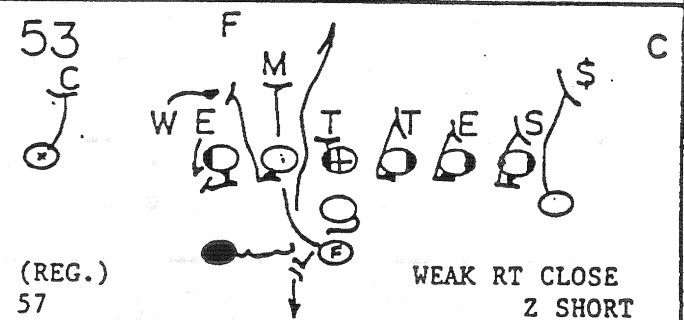
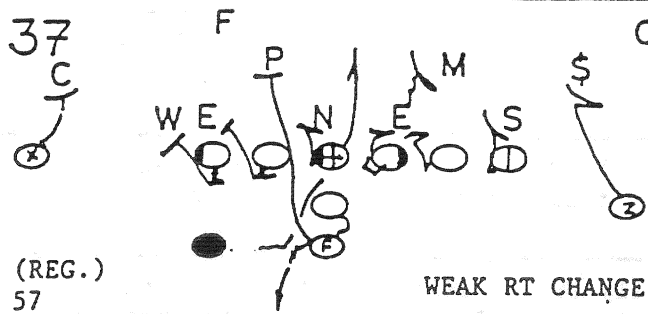
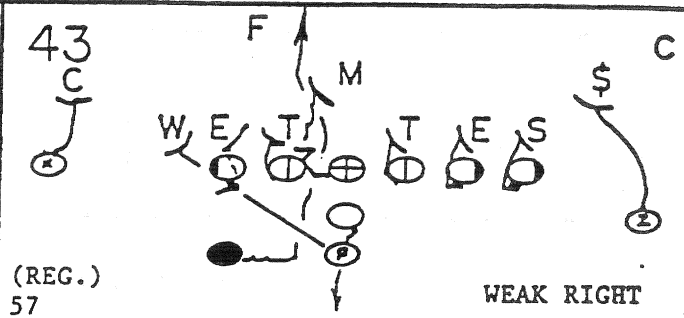
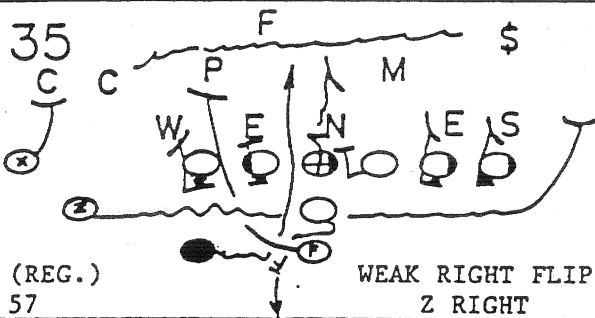
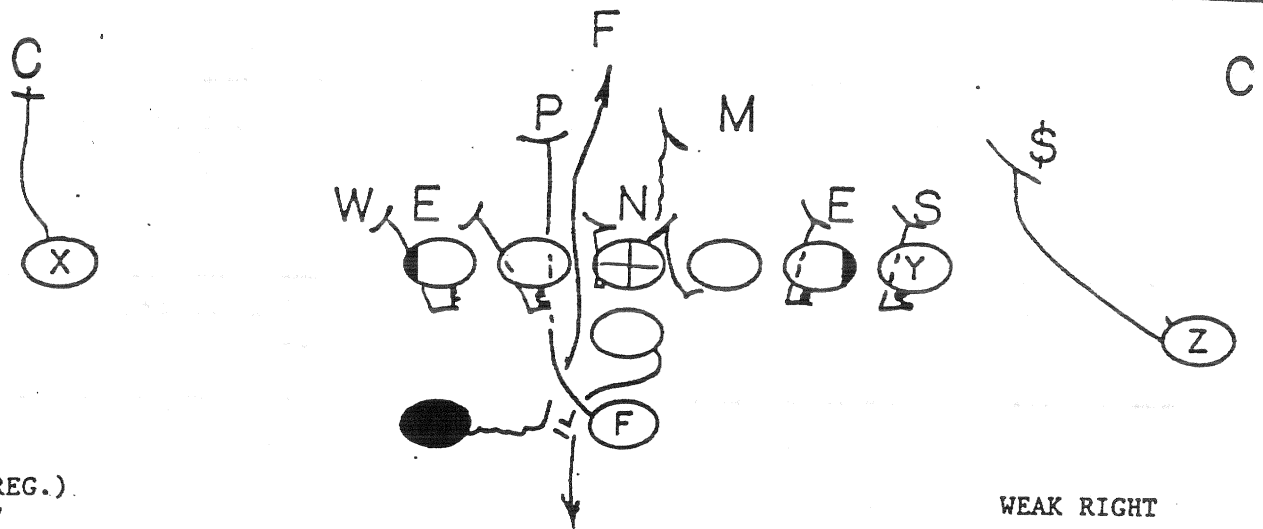
"H-BACK" Ball carrier -- slide laterally out of stance to receive hand off.
Read the block of the first covered downlineman and run to daylight. Will
run out of change if strong set is used.

"F-BACK" Slide laterally out of stance (SHOW PASS), then attack the Mike
linebacker. Use "Cut" Technique.

QUARTERBACK Drop as to pass -- keep eyes downfield first two steps -- mesh with
ball carrier -- seat ball into pocket -- continue to pass set.

"Z" - Block Force

"X" - Block Deep 1/3.



PLAY DESCRIPTION: This is a Lead Draw Weak to the back aligned in the Halfback position with the fullback leading on the first linebacker from inside - out. This is a good play to run to the reduction side of the defensive front!

CENTER -- Block "O" -- (DRAW TECHNIQUE) -- Quick set -- Show Pass -- Drive on playside number -- Alert for backside "A"!

ON GUARD -- Block first man on L.O.S. -- Fan -- (DRAW TECHNIQUE) -- Quick Set -- Show Pass -- explode and work your "Butt" into hole.

ON TACKLE -- Block second man on L.O.S. -- Fan -- (DRAW TECHNIQUE) -- Quick Set -- Show Pass -- explode and work your "Butt" into hole.

OFF GUARD -- Block #1 -- (DRAW TECHNIQUE) -- Quick Set -- Show Pass -- work your butt into hole. If covered by a linebacker -- set flat -- get "push" on nose/tackle -- use standup backside "A". Covered by down lineman and off-tackle covered by linebacker -- use stand up "B"!

OFF TACKLE -- Block #2 -- (DRAW TECHNIQUE) -- Quick Set -- Show Pass -- work your butt into hole. If covered by a linebacker -- get "push" on end -- execute stand up "B" Technique!

TIGHT END Block #3 (DRAW TECHNIQUE) Get set quickly, invite the man to go outside. Do not let the defender come back across your face.

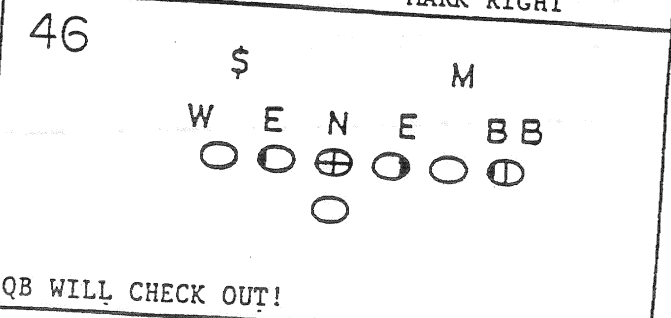
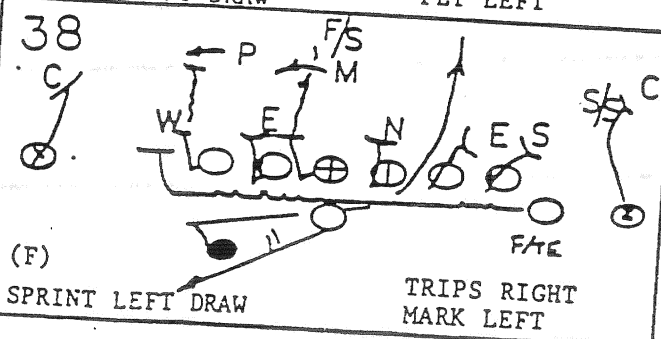
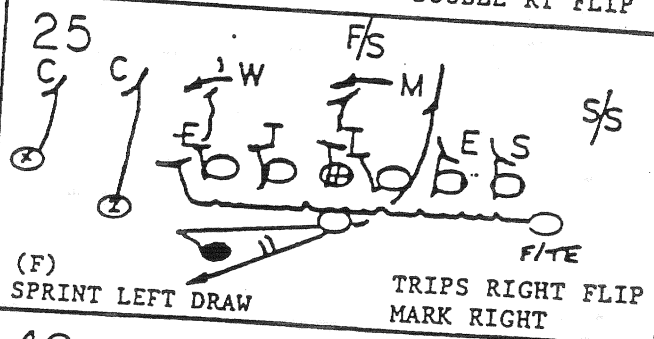
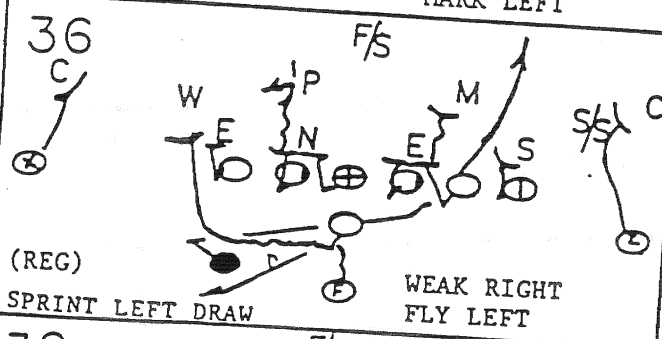
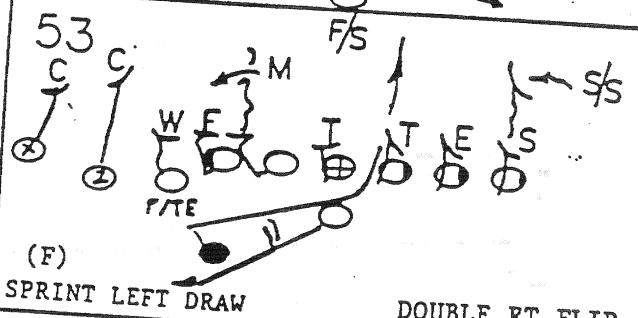
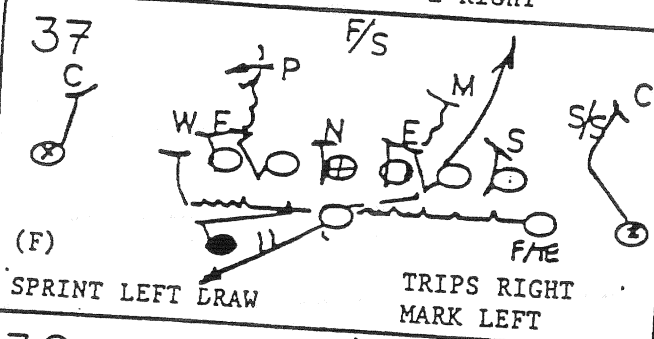
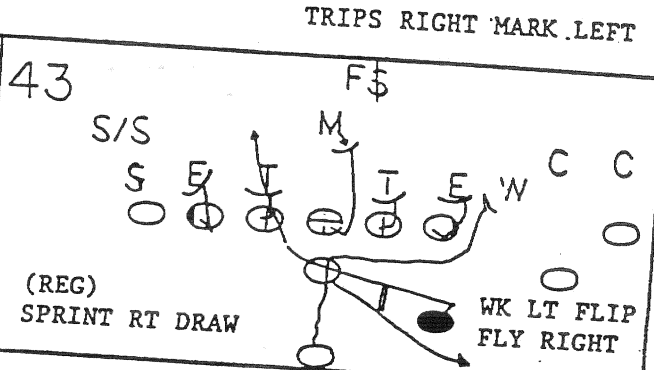
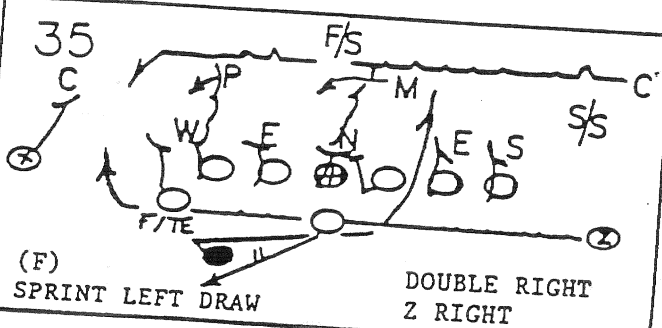
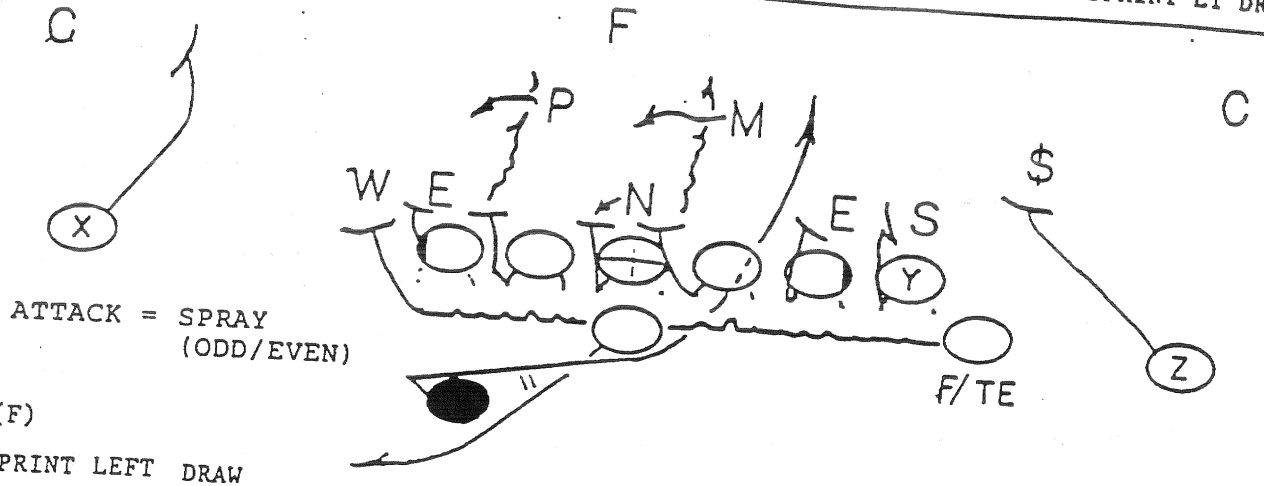
"F" BACK -- LEAD BLOCK 1st Linebacker inside out. Use "Cut" technique.

"H"-BACK Ball carrier -- step call side to receive hand off. Read the block of the first covered lineman callside. Run to daylight.

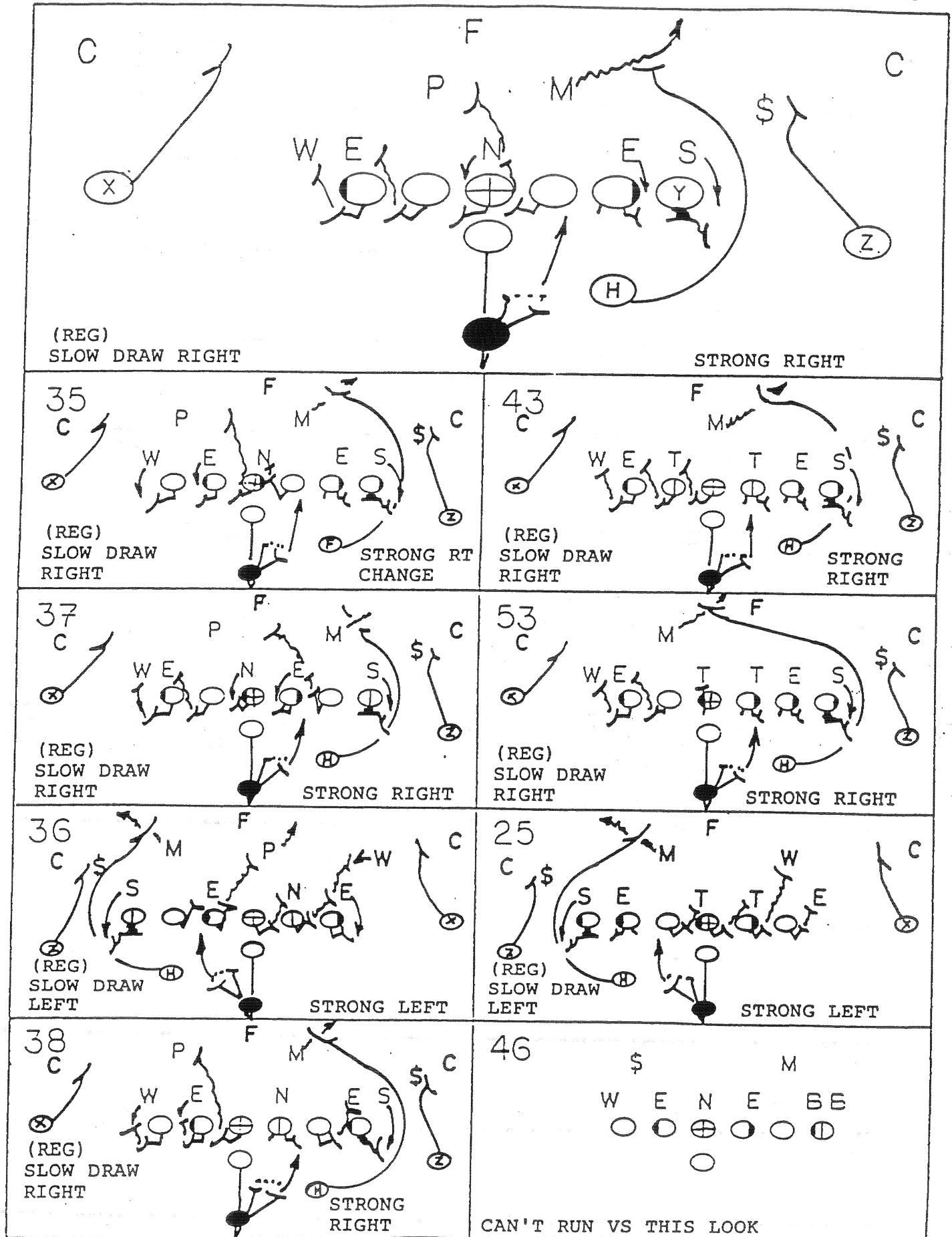
QUARTERBACK Drop as to pass -- keep eyes downfield first two steps -- mesh with ball carrier -- seat ball into pocket -- continue to pass set.

"Z" -- Block Cut off

"X" -- Block Force



<u>PLAY DESCRIPTION</u>	This is a single Back Draw that we will run off of Sprint out Action by QB and ball carrier. Offensive time must listen for the direction --Sprint RT Draw--Block 50; sprint LT Draw--Block 51. Ball carrier will fake to the Direction call and Draw Back!
<u>CENTER</u>	Block "O"--(DRAW TECHNIQUE) -- Quickset -- show pass -- drive on playside number. Same as 50-51!
<u>ON GUARD</u>	--Block #1--(DRAW TECHNIQUE) -- Quickset -- show pass -- force defender away from initial action!
<u>ON TACKLE</u>	--Block #2--(DRAW TECHNIQUE) -- Quickset -- show pass -- force defender away from initial action!
<u>OFF GUARD</u>	--Block #1--(DRAW TECHNIQUE) -- Quickset -- show pass -- Same as 50-51!
<u>OFF TACKLE</u>	--Block #2--(DRAW TECHNIQUE) -- Quickset -- show pass -- same as 50-51!
<u>TIGHT END</u>	Block #3 (DRAW TECHNIQUE) Get set quickly -- invite the man to go outside. Do not let the defender come back across your face.
<u>"H-BACK"</u>	-- Ball carrier -- show sprint action on initial step to the call side. Stay low. Receive underneath hand-off from QB and run Draw to the backside. Read off Guards block and run to daylight. (OFF TACKLE vs. 34 DEF.)
<u>"F-BACK"</u>	--Block win aggressively. Don't give ground.
<u>QUARTERBACK</u>	Sprint to called side looking down field for the first two steps. Slip the ball to the running back on an underneath hand-off. Continue sprinting to the outside looking downfield to the receivers.
<u>"Z"</u>	Block Force
<u>"X"</u>	Block Cut-off



PLAY DESCRIPTION: This is a TWO BACK SLOW DRAW that we will run off of dropback action by the QB. OFFENSIVE LINE must listen for the direction -- Slow Draw RT (block 68 protection rules); Slow Draw LT (block 69 protection rules). This is a 3 count draw.

CENTER: Block 68-69 protection rules (DRAW TECHNIQUE). Block protection rule for 2 full counts then explode and execute draw technique.

ON GUARD: Block 68-69 protection rules (DRAW TECHNIQUE). Block protection rule for 2 full counts then explode and execute draw technique.

ON TACKLE: Block 68-69 protection rules (DRAW TECHNIQUE). Block protection rule for 2 full counts then explode and execute draw technique.

OFF GUARD: Block 68-69 protection rules (DRAW TECHNIQUE). Block protection rule for 2 full counts then explode and execute draw technique.

OFF TACKLE: Block 68-69 protection rules (DRAW TECHNIQUE). Block protection rule for 2 full counts then explode and execute draw technique.

TIGHT END: Block 68-69 protection rules (DRAW TECHNIQUE). Invite the defender outside upfield. Block for 2 full counts. If defender drops release and block him when his feet stop moving.

"H-BACK": Block Mike. Release strongside as if running pass pattern then block Mike LB. Be alert for Mike blitzing. He is yours.

"F-BACK": Ball carrier - step right and show pass. After QB passes you, slide back to the middle to receive hand off. Read line blocking to the call side. Run to daylight.

QUARTERBACK: Take a full five (5) steps and hitch drop. Climb up into the pocket and slip the ball to the ball carrier who will slide to the middle after you go beyond him.

"Z": Block Force

"X": Block Cutoff

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SPECIAL RUNS

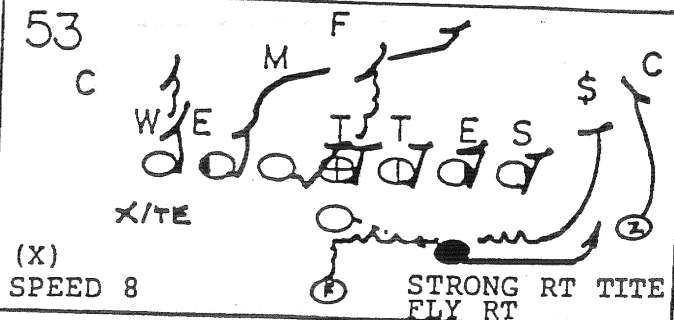
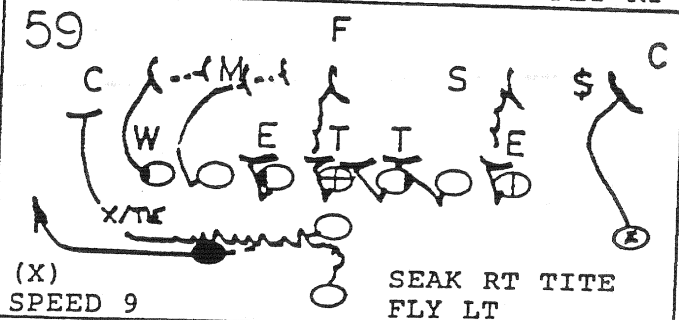
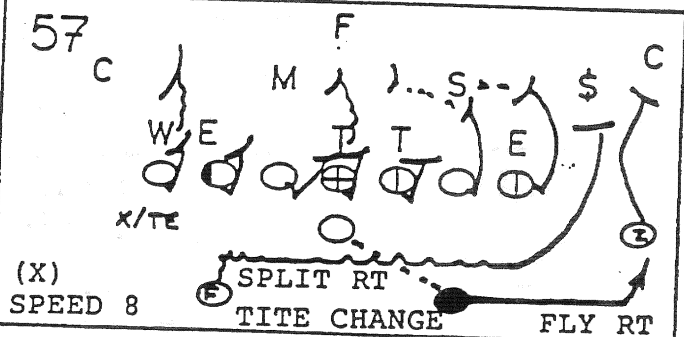
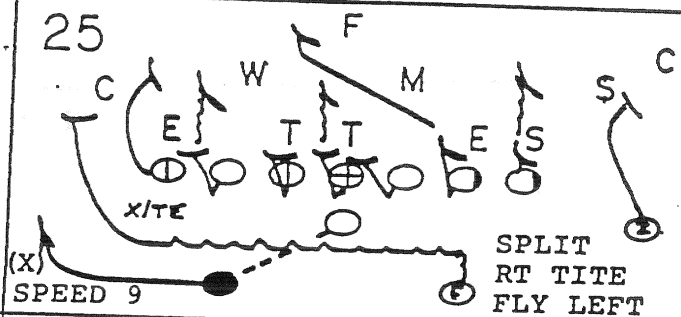
PLAY

PAGE

SPEED 8-9 SR-1/2

FAKE HB 28 GRACE - "Z" REVERSE LEFT SR-3/4

SPEED 8-9



PLAY DESCRIPTION: Quick pitch to the halfback with the fullback blocking force. This play is designed to get outside of the defense using the halfbacks speed.

CENTER: Block "O" (Playside Gap Technique). If covered by a linebacker, "Gap" with onside guard. Versus a 44 front may pick up backside linebacker.

ON GUARD: Block #1 - If #1 is a linebacker -- Full zone scheme (Slip) with onside tackle. If covered by a down lineman -- alert for "Gap" Call.

ON TACKLE: If covered by a linebacker - Explode through the defensive end area to onside to middle linebacker. If covered by a down lineman Drive outside breast to armpit -- if bubble over guard -- use full zone blocking scheme. (Possible slip).

OFF GUARD: Block #1 - (Playside Gap Technique). Alert for A-B-1 Call vs a triple look.

OFF TACKLE: Block #2 - (Playside Gap Technique). If off-guard covered by a linebacker, dip and rip and explode to point of attack and look for secondary support or peel on pursuit.

TIGHT END: When covered and there is a bubble over the tackle, release and block the first inside linebacker. When you and the tackle are covered, block the man over you.

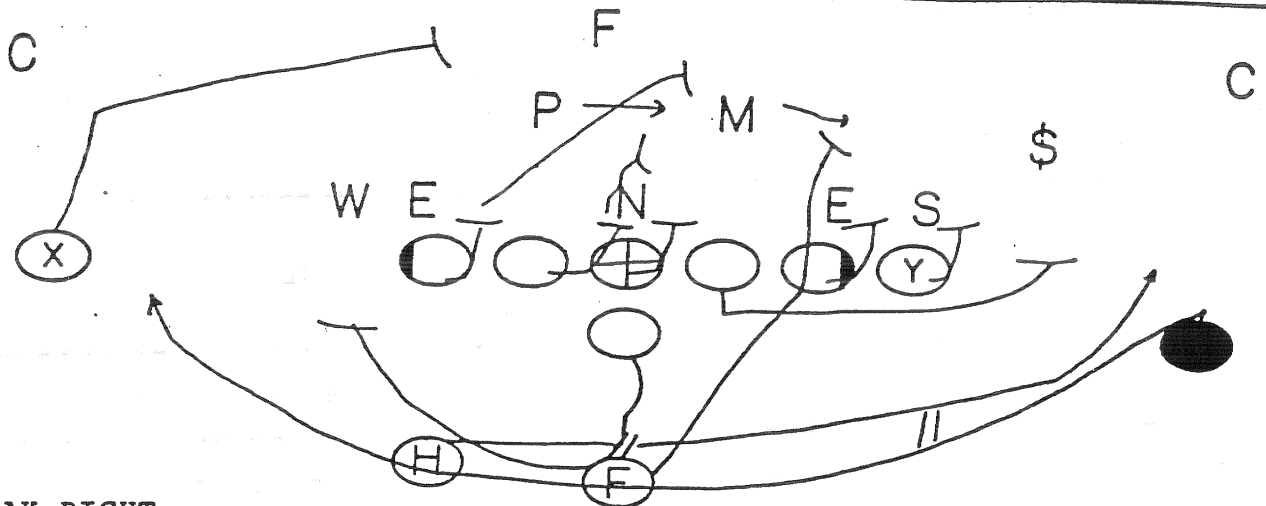
X/TE: 6 technique drive cut off
 9 technique wall, possible sift.
 7 scramble cut off

"H-BACK": Ball carrier - step laterally to receiver quick pitch. Run to break contain. Read FB's block on force and run to daylight.

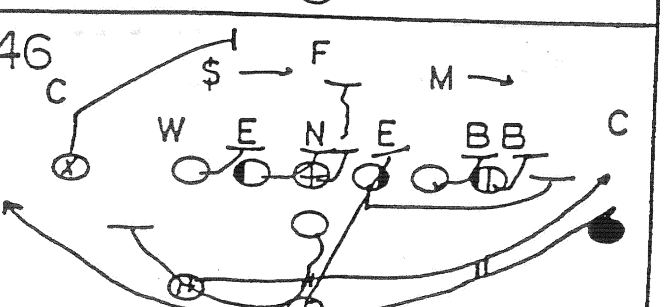
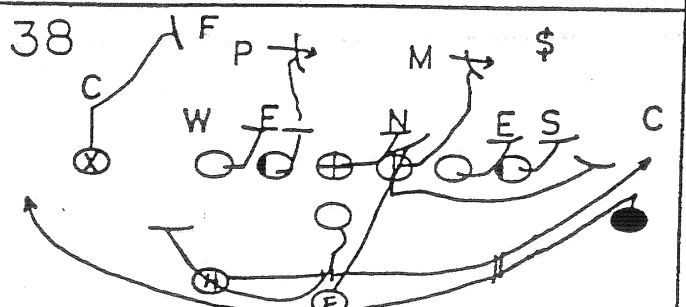
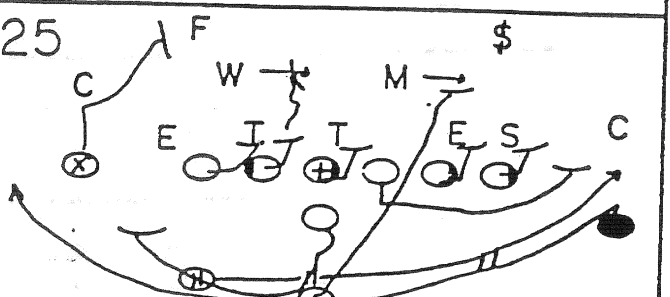
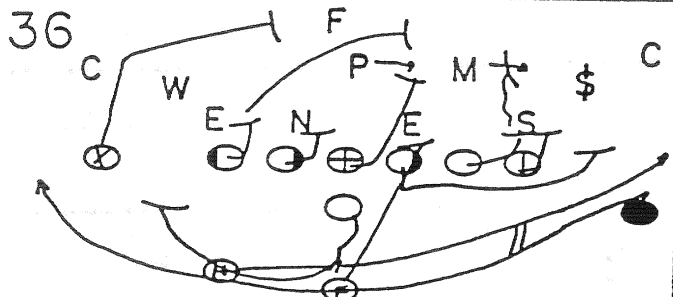
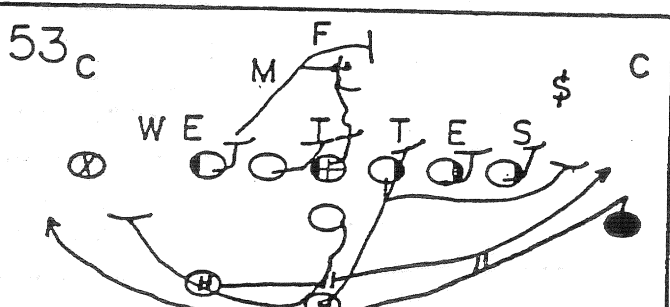
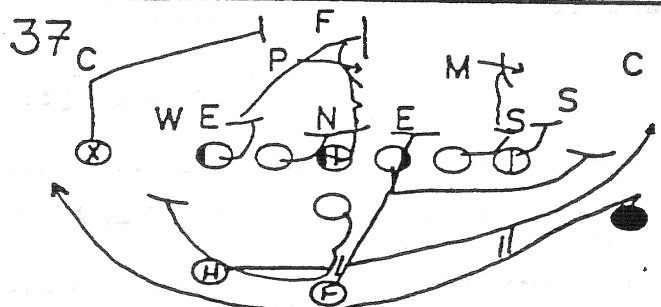
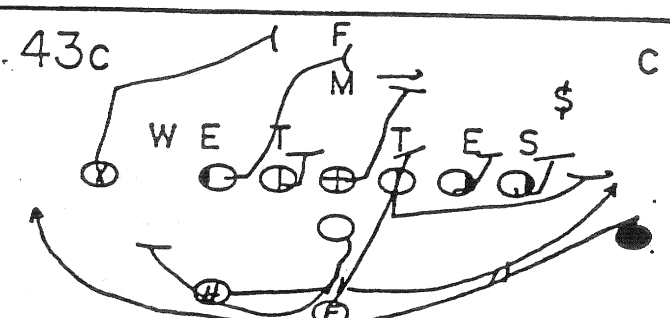
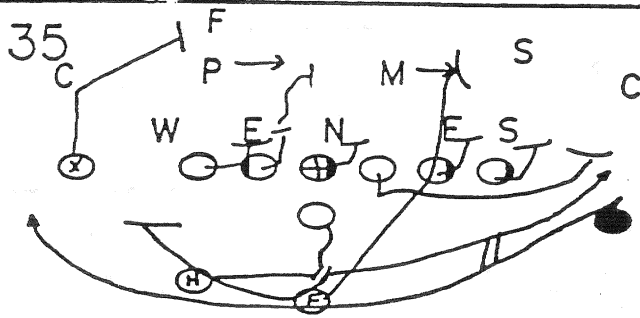
"F-BACK": Motion to callside and block force. Block outside number or cut outside leg. We want to get outside!

QUARTERBACK: Tight reverse pivot to called side. "Stomach" the ball on reverse pivot and two hand "lead" pitch ball to H-Back leading him to the outside.

"Z": Block Cutoff.



WEAK RIGHT



PLAY DESCRIPTION - "REVERSE" to the "Z" Receiver off of HB 28 Grace Action! Excellent misdirection that will "burn" a defense over reacting to the Halfback Sweep!

CENTER - Block "O" (PLAYSIDE GAP TECHNIQUE). If nose tackle works backside explode to 2nd level -- wall off backside linebacker away from reverse!

ON GUARD - Pull and block the Force! Same as HB 28 Grace!

ON TACKLE - Block #2 - (DRIVE TECHNIQUE - outside breast to armpit). Same as HB 28 Grace!

OFF GUARD - Block #1 (PLAYSIDE GAP TECHNIQUE). If nose tackle works playside explode to 2nd level -- wall off backside linebacker away from reverse!

OFF TACKLE - Block #2 - (PLAYSIDE GAP TECHNIQUE). If off-guard covered by a linebacker, Dip and Rip - Explode towards point of attack - Look to Wall off any pursuit.

TIGHT END - Block #3

Stretch your man but don't hook him. Let him stay in front of you until he recognizes reverse then wall him out.

"H-BACK" - Run HB 28 Grace course. Z will adjust to you. Hand ballback to receiver. Continue course.

"F-BACK" - Run HB 28 Grace.

QUARTERBACK - Run HB 28 Grace. When HB to Z hand off takes place, turn and pin pursuit (W) or lead play.

"Z" - Ball carrier - 8-10 yard split. Adjust to HB's course. Receive hand-off. Run wide. Goal is to 1st get 5 yards.

"X" - Block Free Safety

NICKEL RUNS

PLAY

PAGE

A) TWO BACKS - REGULAR PERSONNEL:

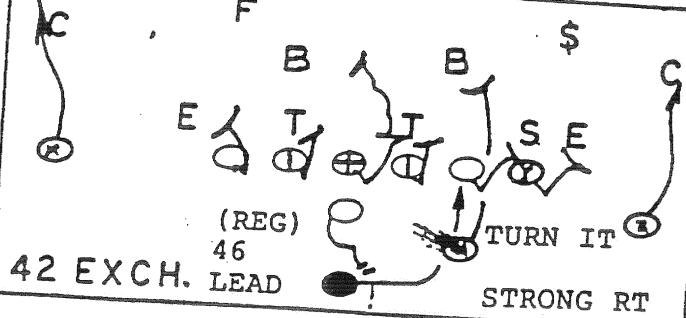
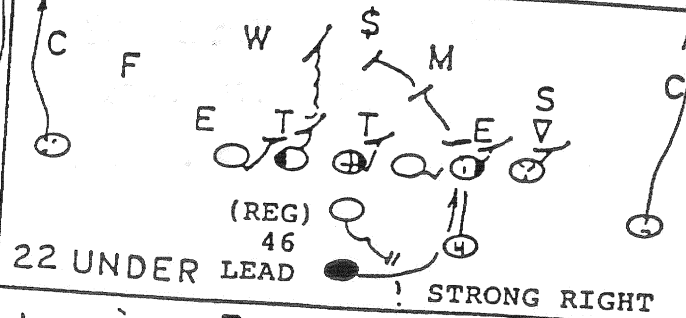
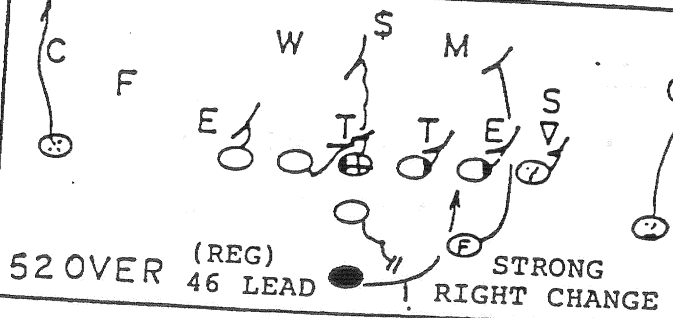
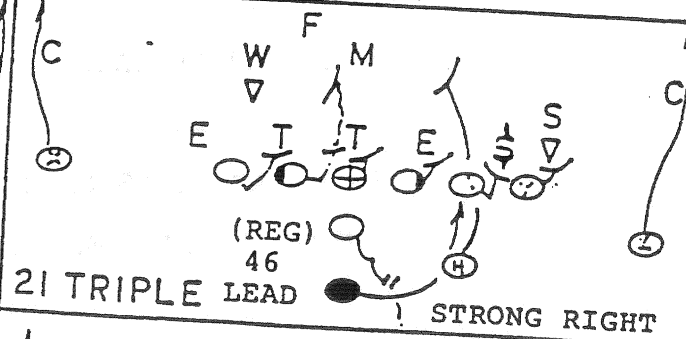
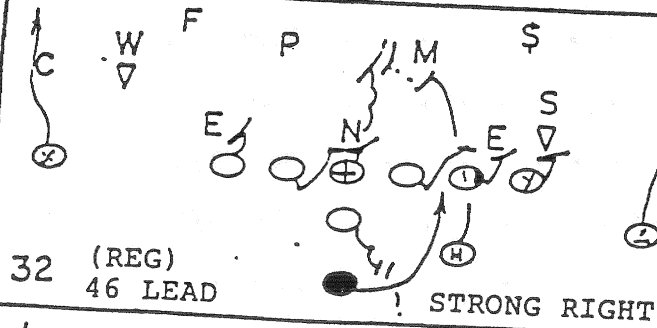
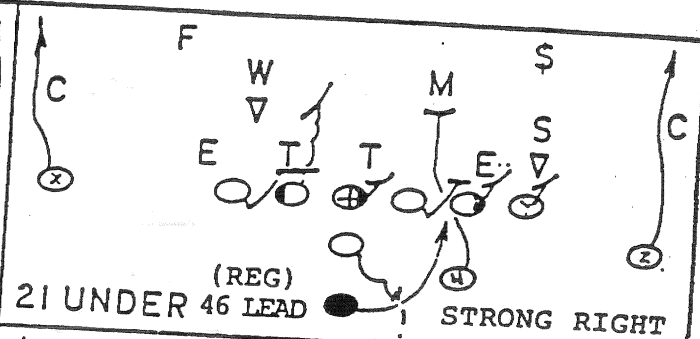
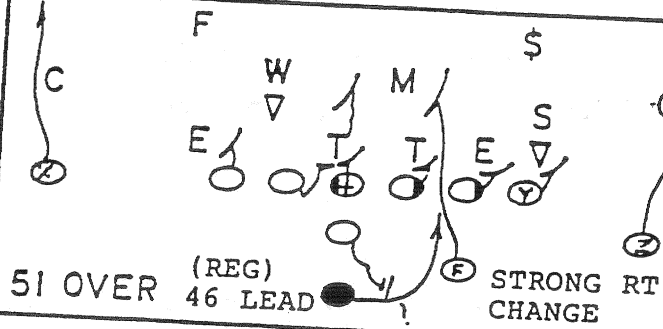
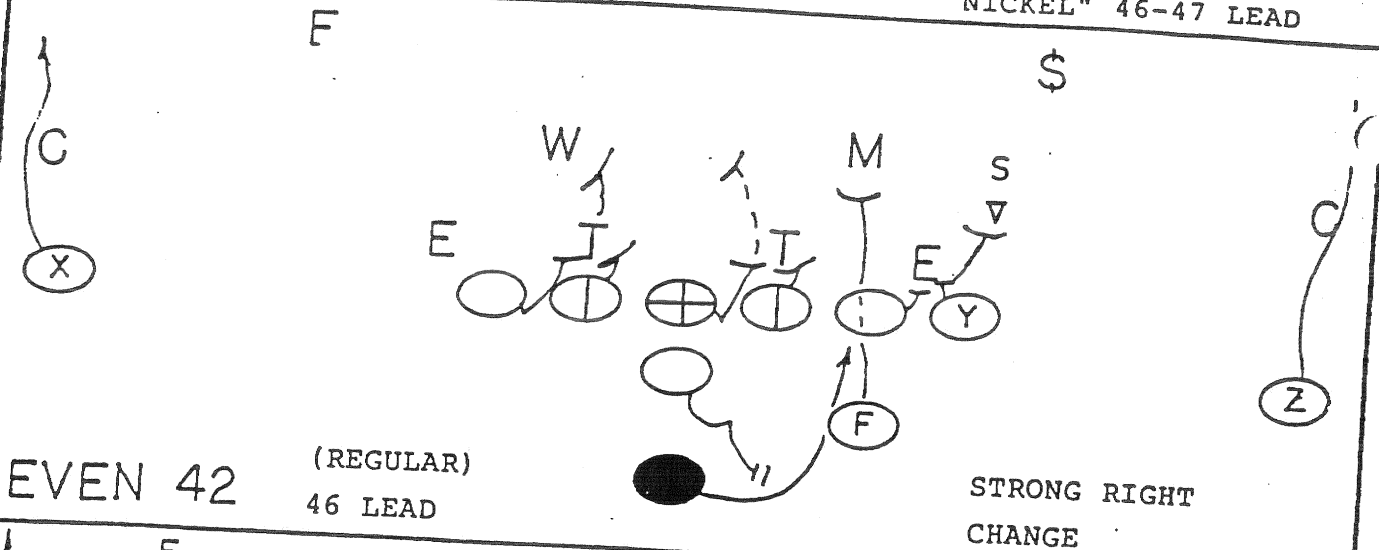
"NICKEL" 46-47 LEAD NK-1/2
16-17 BOSS; ZEUS NK-3/4
18-19 BOSS; ZEUS NK-5/6

B) ONE BACK - SPREAD FORMATION:

"NICKEL" 14-15 TRAP C.W.M. NK-7/8
"NICKEL" 50 DRAW NK-9/10
"NICKEL" QB DRAW NK-11/12
"NICKEL" 16-17 C.W.M. NK-13/14
"NICKEL" 34-35 OTTO C.W.M. NK-15/16
"NICKEL" SLOW DRAW NK-17/18

C) ONE BACK - HAWK PERSONNEL:

18-19 ZEUS, MATCH NK-19/20
34-35 OTTO NK-21/22



PLAY DESCRIPTION - Belly Play to back aligned in fullback position with lead back blocking onside linebacker. We will use man blocking with POWER ZONE PRINCIPLES built into the scheme.

CENTER - Block "O" - (Playside Gap Technique). Possible "GAP" with onside guard to backside linebacker.

ON GUARD - Block #1 - (Drive Technique - Point between sternum and outside number). Possible gap with center to backside linebacker. Versus a 34 look - Power zone with onside tackle.

ON TACKLE - Block #2 (Drive Technique - Point between sternum and outside number). Versus a 34 look - Power zone with onside guard.

OFF GUARD - Block #1 - (Playside Gap Technique). Read defenders alignment for proper technique. Alert for possible backside "B" Call.

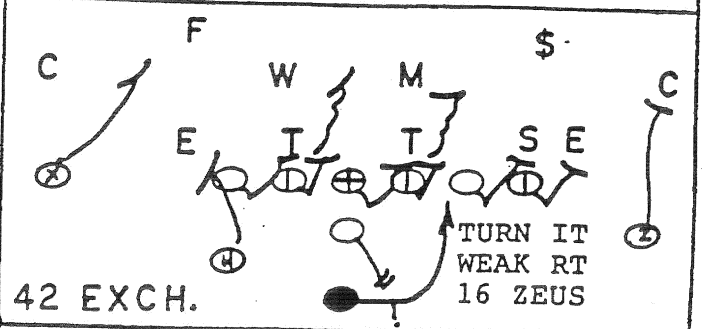
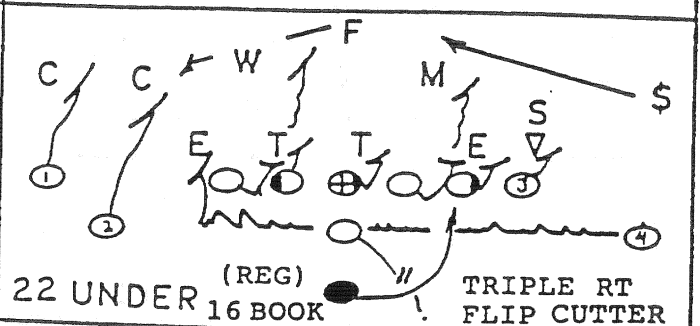
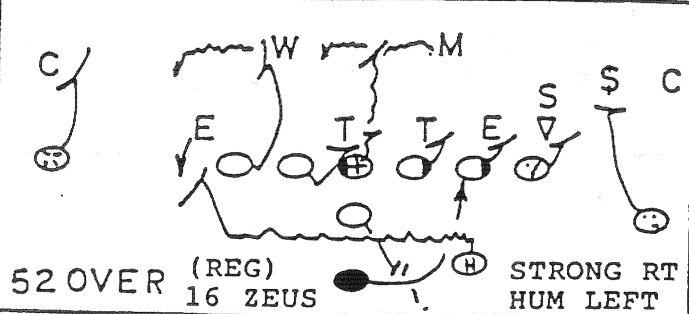
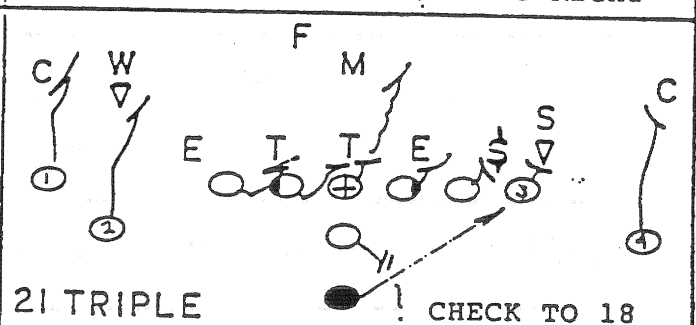
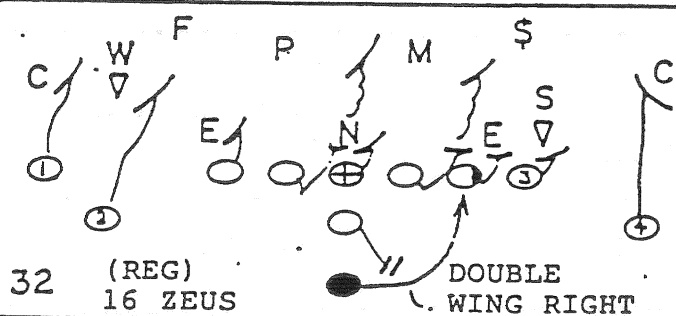
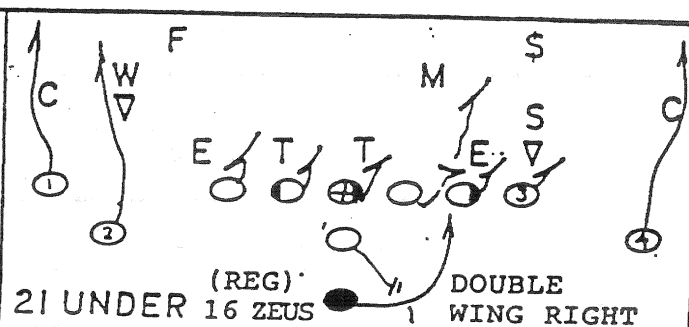
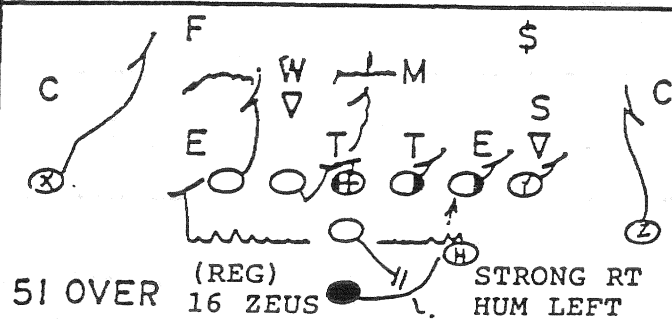
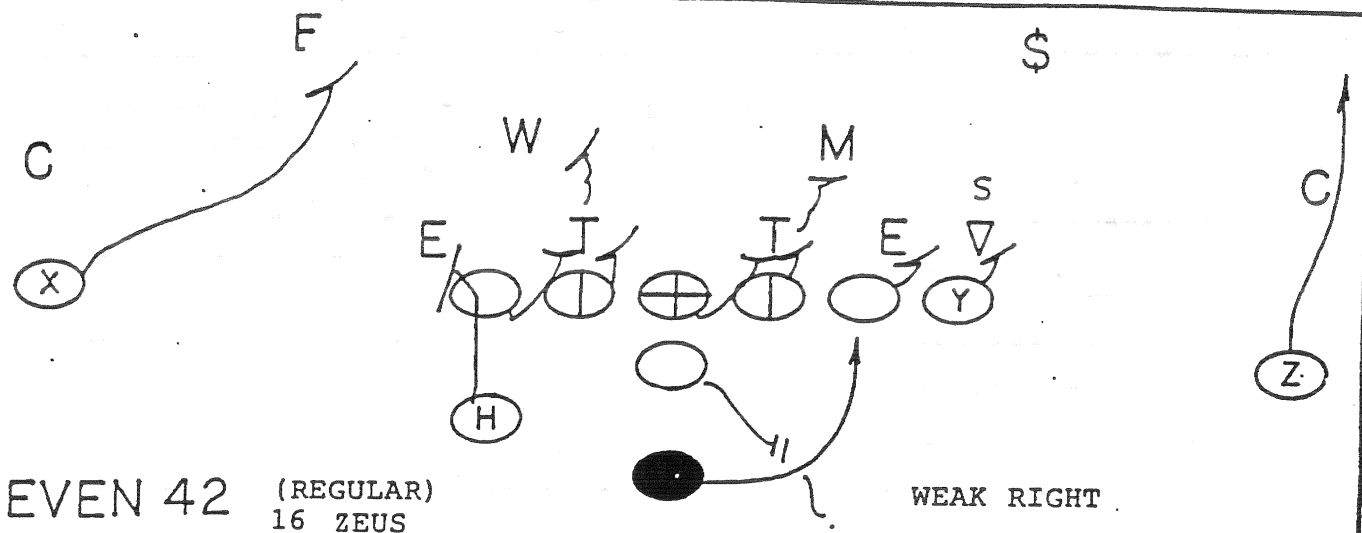
OFF TACKLE - Block #2 - #2 is always the defender aligned on or outside of you. Read his alignment for proper technique. Alert for possible backside "B" or "B-1" Call.

TIGHT END - Block #3 Onside
Read alignment for proper technique and landmarks, 6, 7, 9 technique
Same as 16/17 for you.

"H-BACK" - Explode through the L.O.S. to block the Mike Linebacker.

"F-BACK" - Ball carrier-Balanced alignment. Use 16-17 steps to receive handoff. Aiming point is tackle's butt. Get shoulders square and read the block of the tackle.

QUARTERBACK - Reverse pivot beyond 90° (7 o'clock - 5 o'clock) - Bring trail foot on same line - mesh with ball carrier. Exchange occurs as deep as possible and with a ride action to insure hand-off and allow ball carrier vision to the hole. Drop to pass.



PLAY DESCRIPTION - BELLY DIVE - Offensive line use power zone blocking.
QB: CHECK EXPOS (18-19) versus triple look with middle linebacker.

CENTER - Block "O" (Playside gap technique). If uncovered - make directional call and "GAP" with onside guard.

ON GUARD - Block #1 (Drive technique - Block a point between his sternum and outside number). Alert to "GAP" with center.

ON TACKLE - Block #2 (Drive technique - Block a point between his sternum and outside number). NOTE: QB checks EXPOS (18-19) versus a triple look. Alert to make TURN IT CALL.

OFF GUARD - Block #1 - (Playside gap technique). Make "B" Call if covered by a down lineman and tackle is covered by a linebacker.

OFF TACKLE - Block #2 - (Playside gap technique). Alert for "B" or "B-1" Call from guard.

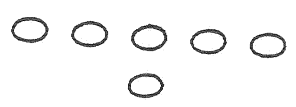
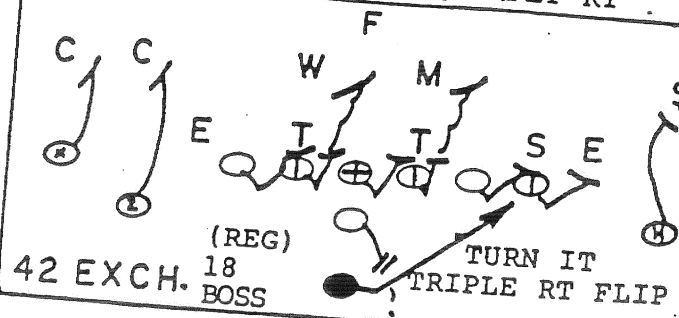
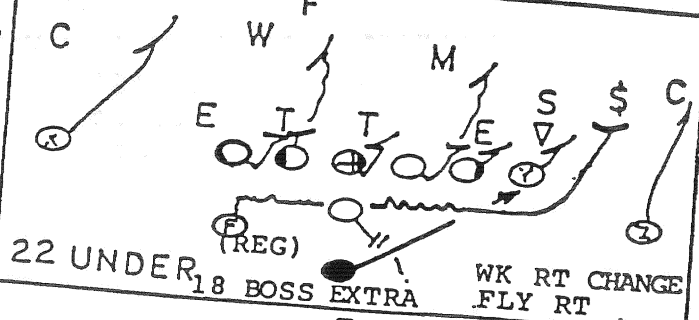
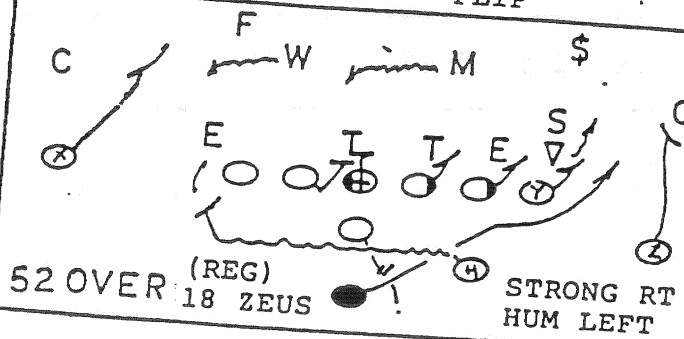
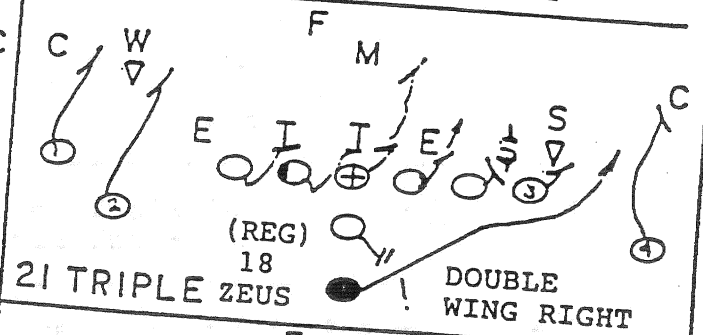
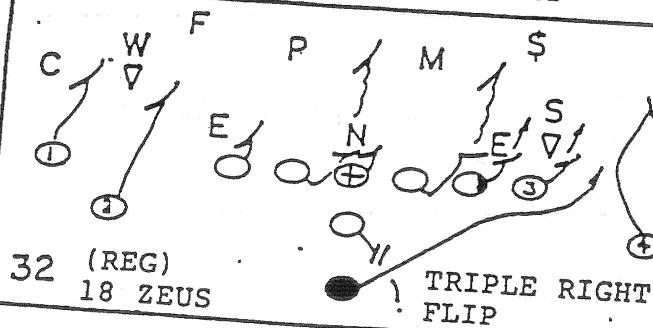
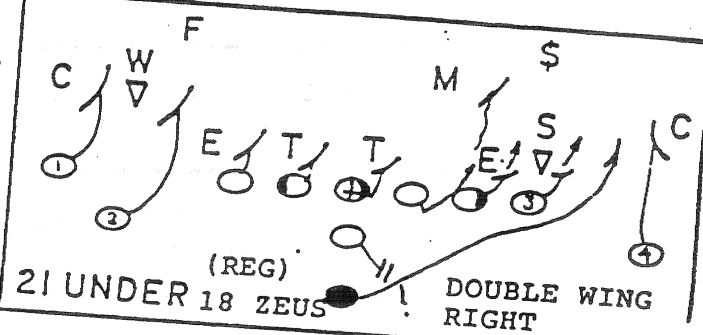
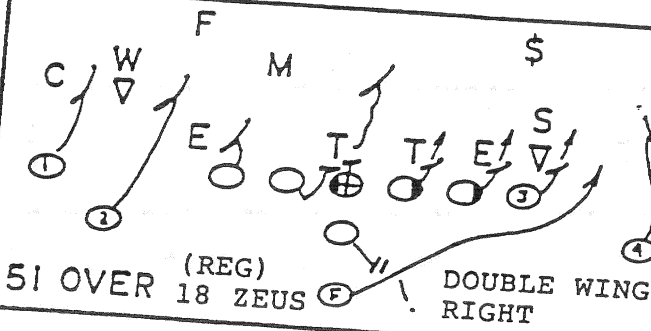
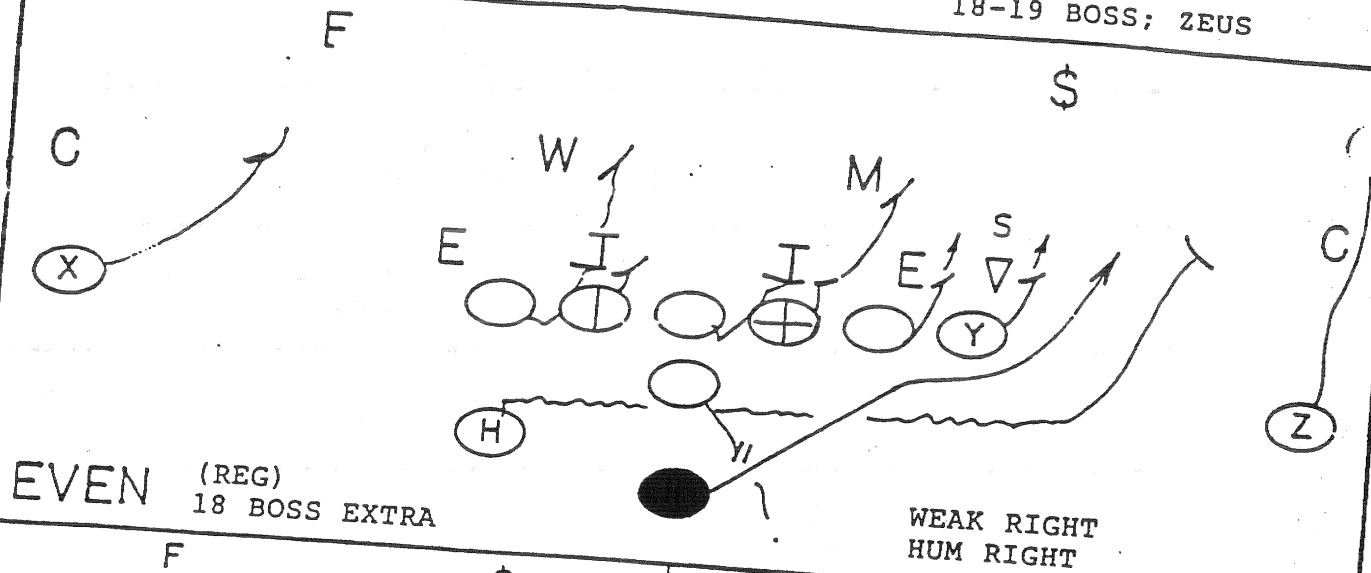
TIGHT END - Block #3 Onside

Use drive technique. Read alignment for proper technique and landmarks 6, 7, 9 technique.
Get movement.

"H-BACK" - On "Boss" Block Force
On "Zeus" Block Backside cut off.

"F-BACK" - Ball carrier - Same as regular 16-17.

QUARTERBACK - Open step 45° to the side of the hole called. Get the ball to the ball carrier as deep as possible - Look the ball into his pocket. Drop 5 quick steps and set to pass.



PLAY DESCRIPTION - Complementary play to 16-17 -- STRETCH the defense to the outside while option running off the Tight End Block.

CENTER - Block "O" - (Playside Gap Technique). If uncovered - make directional call and "Gap" with onside guard.

ON GUARD - Block #1 - (Drive Technique - outside breast to armpit). Alert to "GAP" with center.

ON TACKLE - Block #2 - (Drive technique - outside breast to armpit). Versus a triple look and no one in the TANDEM AREA make a TURN-IT call.

OFF GUARD - Block #1 (Playside gap technique). Make "B" Call if covered by a down lineman and tackle is covered by a linebacker.

OFF TACKLE - Block #2 - (Playside gap technique). Alert for "B" or "B-1" call from guard.

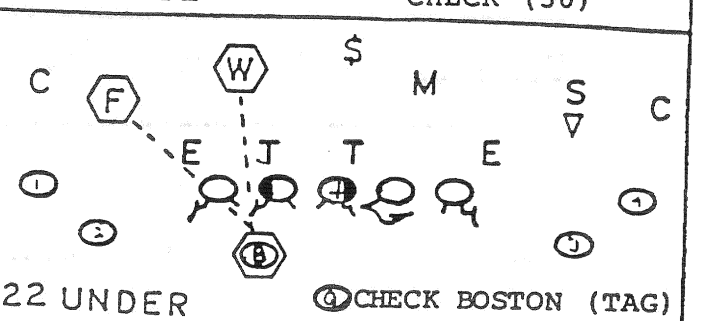
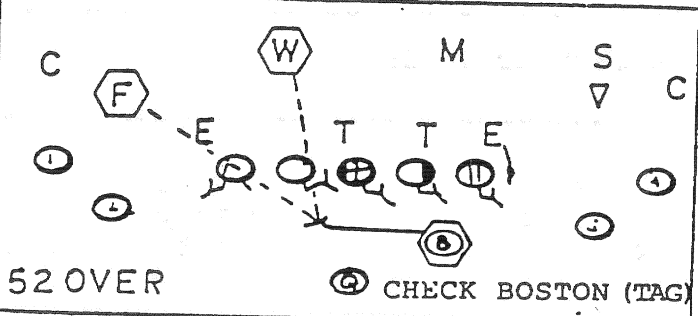
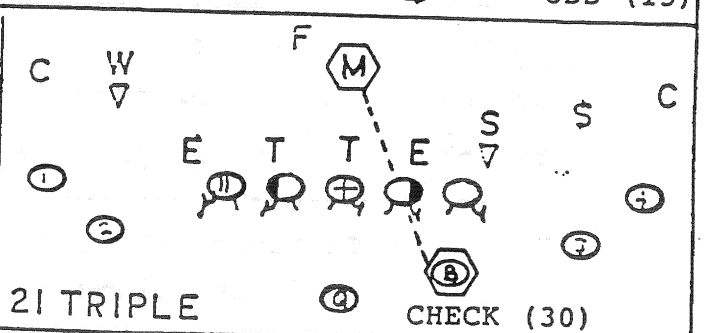
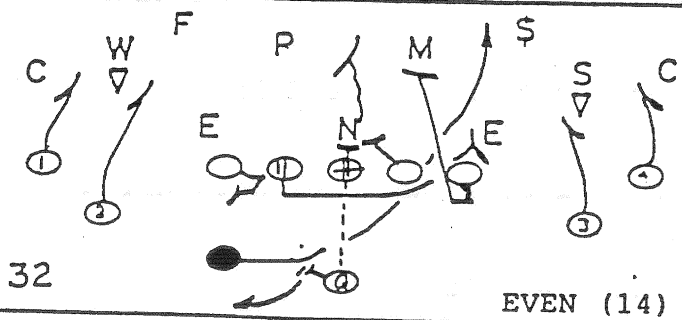
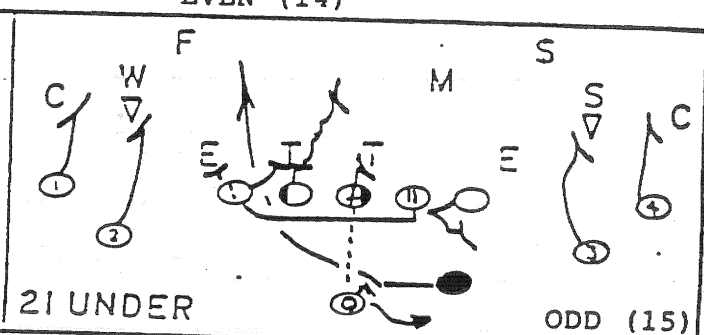
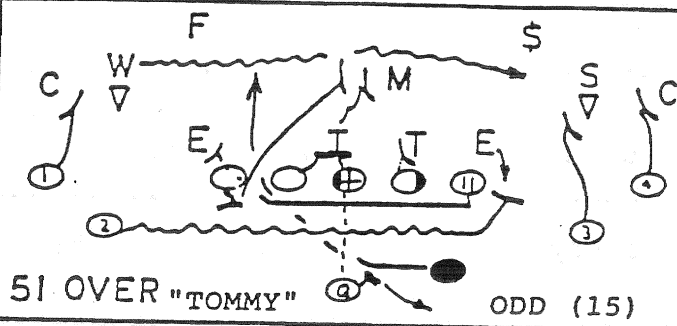
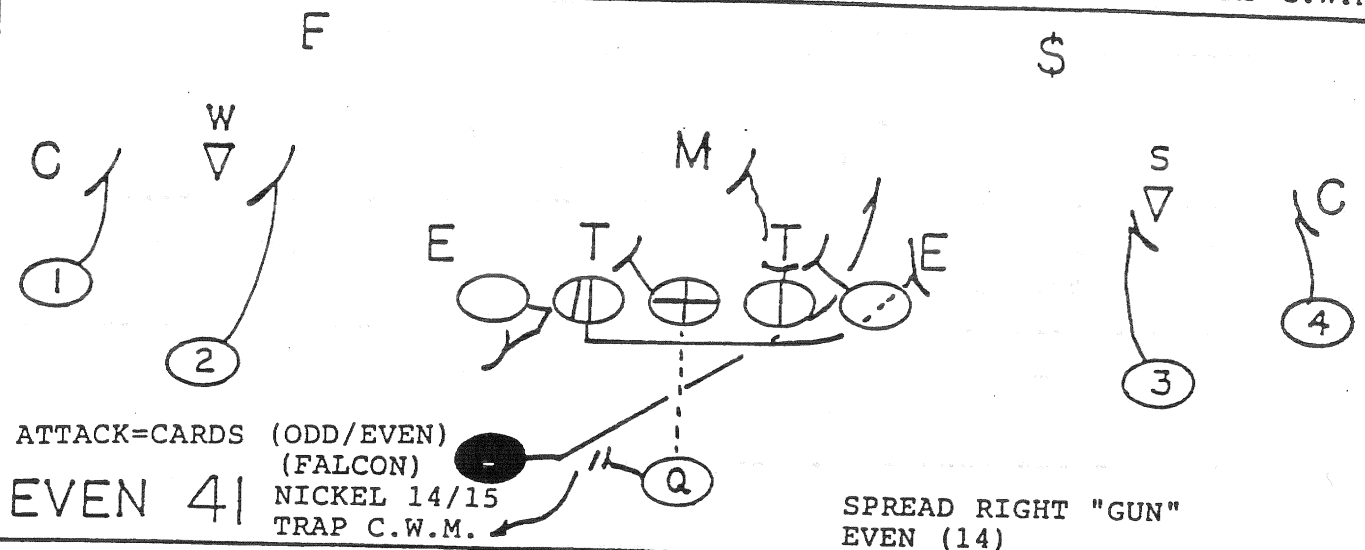
TIGHT END - Block #3

Read alignment of defender for proper technique and landmarks 6, 7, 9 technique.
Stretch the defender, get movement.

"H-BACK" - On "Boss" block force
On "Zeus" block backside cut off.

"F-BACK" - Ball carrier - Same as regular 18-19

QUARTERBACK - Open steps slightly less than 45° to the side of the hole called. Get the ball to the ball carrier as deep as possible. Look the ball into his pocket. Drop 5 quick steps and set to pass.



PLAY DESCRIPTION - Quick hitting trap with the offensive line blocking 4-5 hole trapping rules! Must have blocker in the ZIP AREA if "Tommy" is called. QB RULES: 1) Run to widest end 2) Run away from bubble.

CENTER - Block on - Backside. Make calls according to alignment of the defensive front.

ON GUARD - First inside on or off L.O.S. Alert for Ace Call. Covered by a down lineman, make DUCE CALL!

ON TACKLE - Take inside release to block middle or backside linebacker. Alert for DUCE CALL -- Duce read to middle or backside linebacker.

OFF GUARD - Pull and trap the call -- Get on trappers arc and trap the first defender past the onside guard - Box.

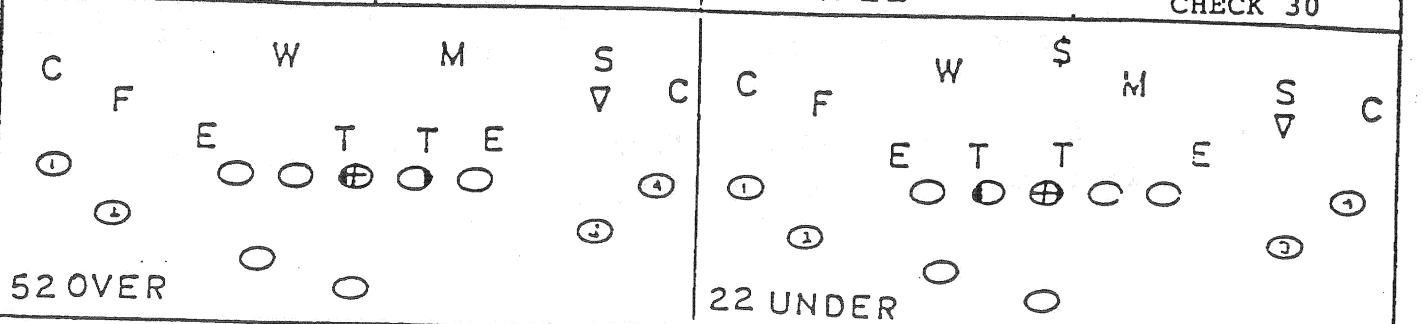
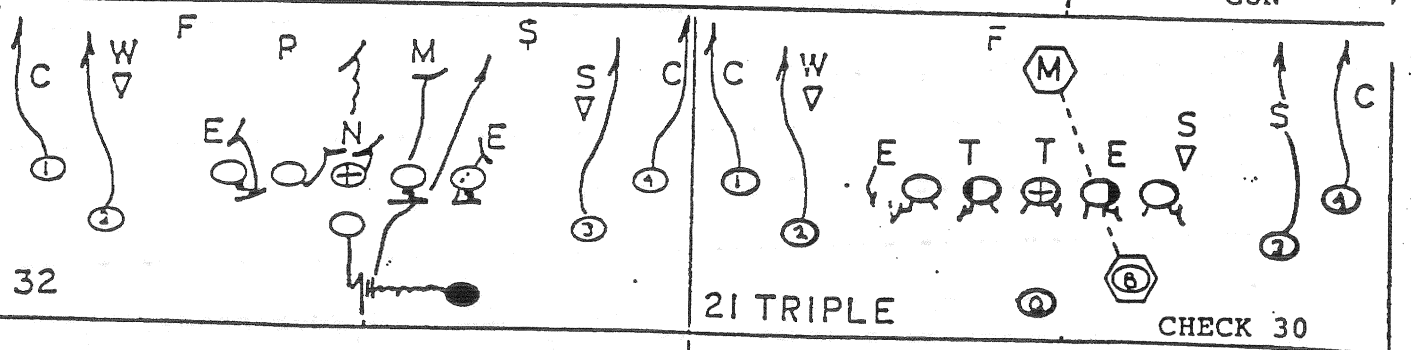
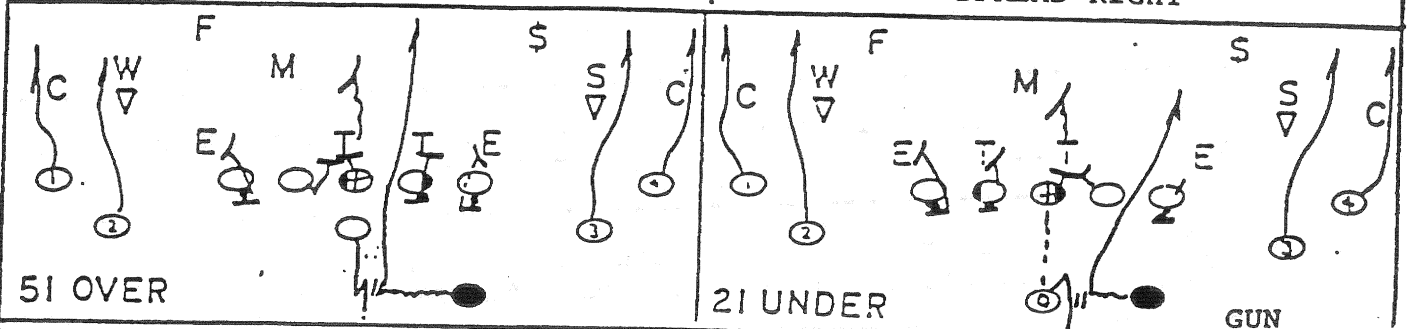
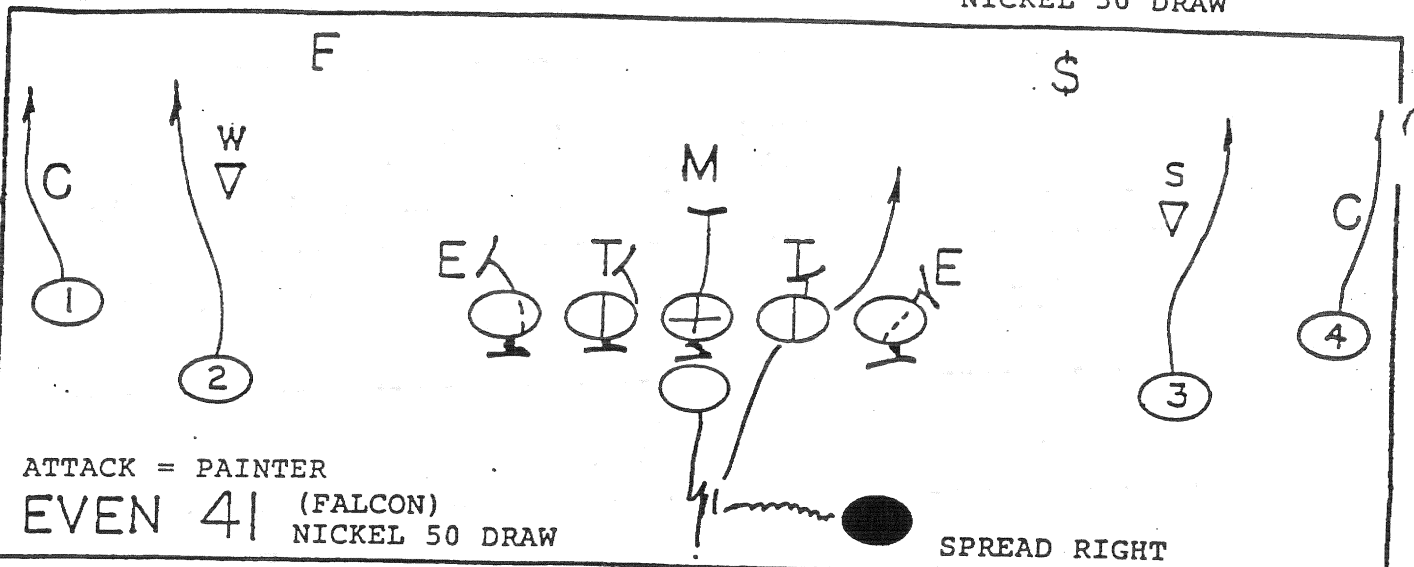
OFF TACKLE - Block #2 (Hinge technique). Alert for "TOMMY CALL" - Pull and trap the first defender past the onside guard -- Box!

"H-BACK" - Not applicable.

"F-BACK" - Same as Nickel 12-13 Trap.

QUARTERBACK - Possible shotgun. Look ball into your hands. Look ball into pocket with underneath handoff. Continue to move right or left (from where ball carrier started from).

NOTE: QB if 6 in box, audible Nickel 92 (BOSTON) with tag.
If triple look audible 30 Protection.



PLAY DESCRIPTION - Single back draw that will be run from Spread "Gun" formation. Offensive line show pass on or near L.O.S. - Time the block on the defender - When he starts his rush, Explode.

CENTER - Block "O" - (Draw Technique). If covered by a linebacker or uncovered - use stand up "Gap" technique with onside guard. Alert to make "Ace" Call if linebacker aligned backside (Under Look).

ON GUARD - Block #1 - (Draw technique) - Quick set - Show pass - If covered by a down lineman, make defender take a side. Possible "Gap" with center.

ON TACKLE - Block #2 - (Draw technique). - Quick set - Show pass - Explode and work "Butt" into hole! Zone all twists with onside guard. NOTE: Widen and finish upfield pass rushers.

OFF GUARD - Block #1 - (Draw technique). - Quick set - Show pass -- Explode and work "Butt" into hole! If covered by linebacker, set flat - use standup backside "A" technique.

OFF TACKLE - Block #2 - (Draw technique) - Quick set - Show pass - work your "Butt" into hole! NOTE: Widen and finish upfield pass rushers.

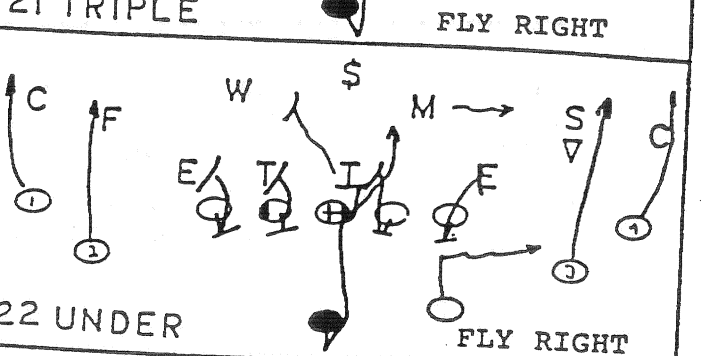
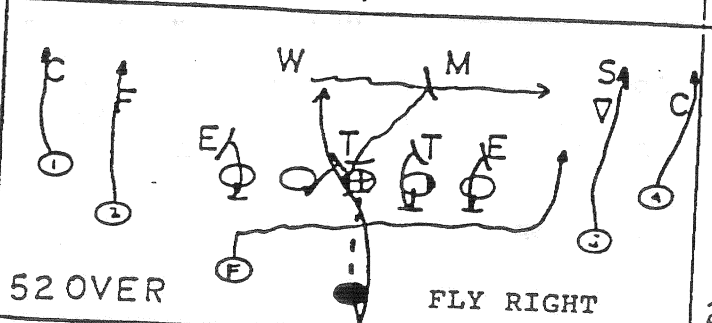
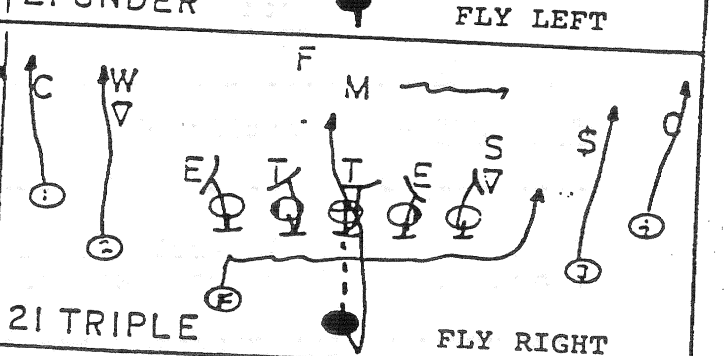
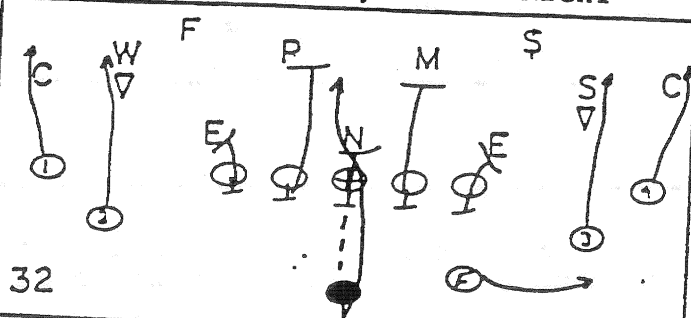
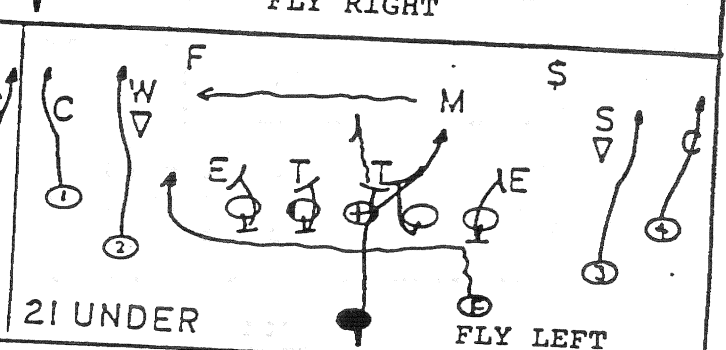
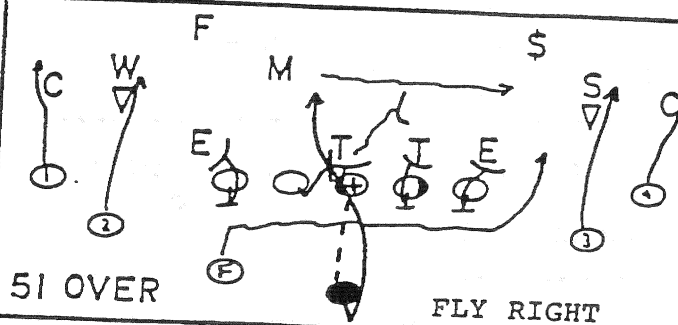
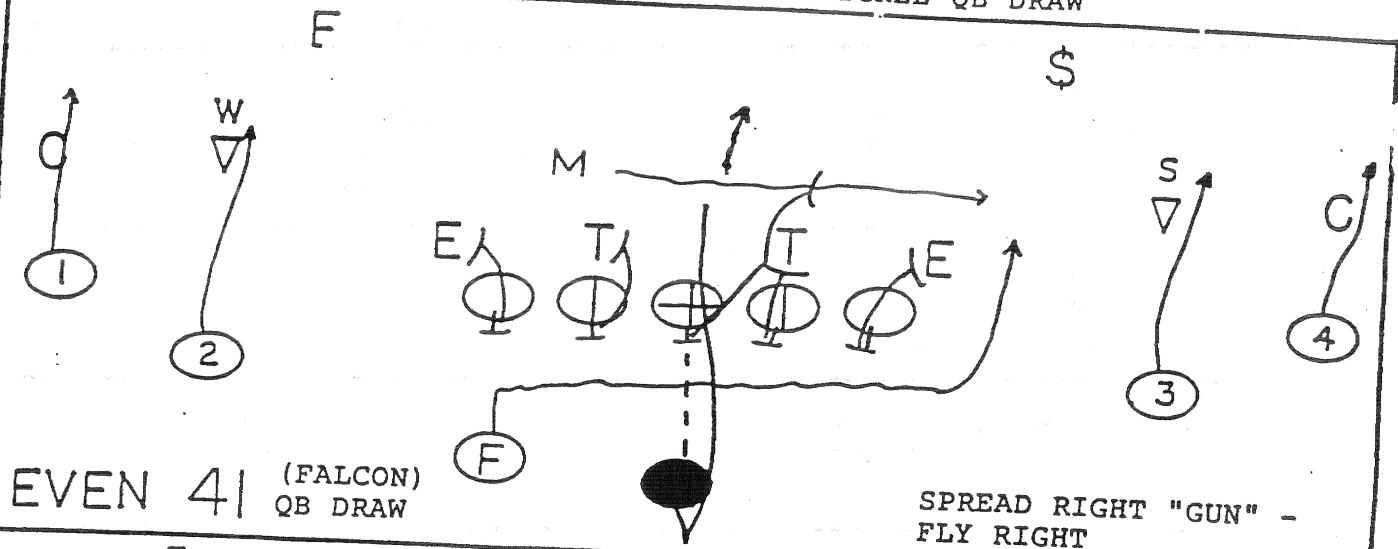
"H-BACK" - Not applicable

"F-BACK" - Step laterally to receive the handoff. Read the block of the first covered lineman then get upfield. Run to daylight.

QUARTERBACK - Possible Shotgun. Look ball into your hands. Catch ball and bring it up to show pass. Ball carrier will slide over to be in position for an underneath handoff. Look ball into his pocket.

NOTE: QB if 6 in box check Nickel 92 (BOSTON) with tag.
If triple look check 30 protection.

NICKEL QB DRAW



PLAY DESCRIPTION - Quarterback draw that will be run from spread "Gun" formation. We will motion the remaining back out of the backfield or use RIVER or LAKE to pressure the remaining linebacker. This play hits slower than a regular draw.

CENTER - Block "O" - (Draw technique). If covered by a linebacker or uncover - use standup "Gap" technique with onside guard. NOTE: Onside guard is the guard to the side of the "Motion"! If M disappears with motion = DBSA

ON GUARD - Block #1 - (Draw technique). Quick set - Show pass - If covered by a down lineman, make defender take a side. Possible "Gap" with center.

ON TACKLE - Block #2 - (Draw technique) - Quick set - Show pass - Explode and work "Butt" into hole!

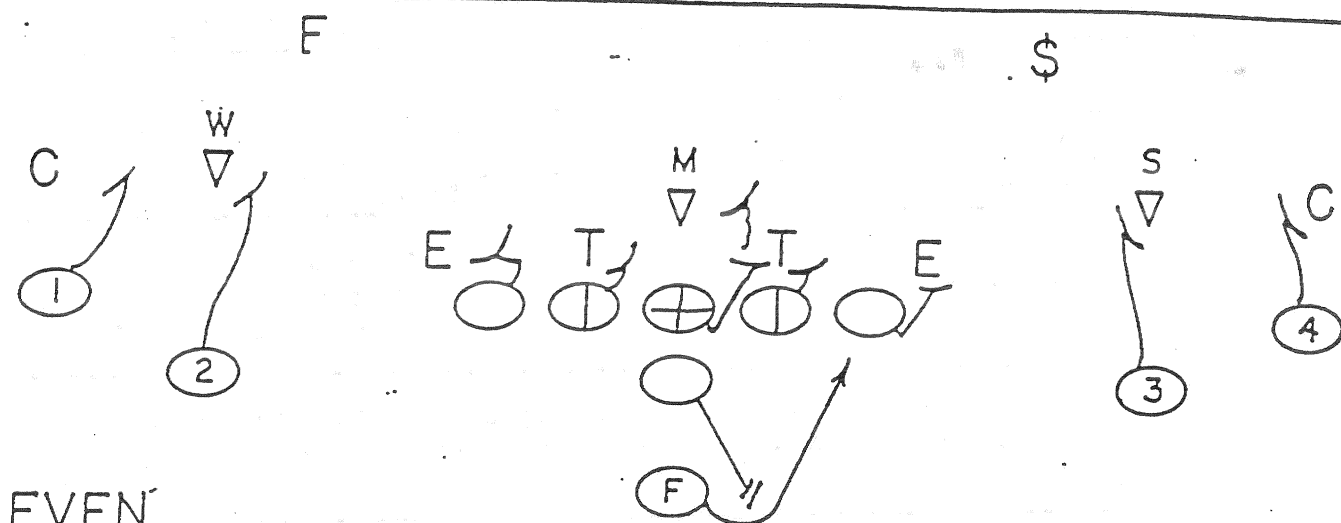
OFF GUARD - Block #1 - (Draw technique) - Quick set - Show pass - Explode and work "Butt" into hole! If covered by a linebacker, alert for "ACE" Call from center -- Ace read on nose tackle to linebacker. (Over and Under looks).

OFF TACKLE - Block #2 - (Draw technique). - Quick set - Show pass - Explode and work "Butt" into hole.

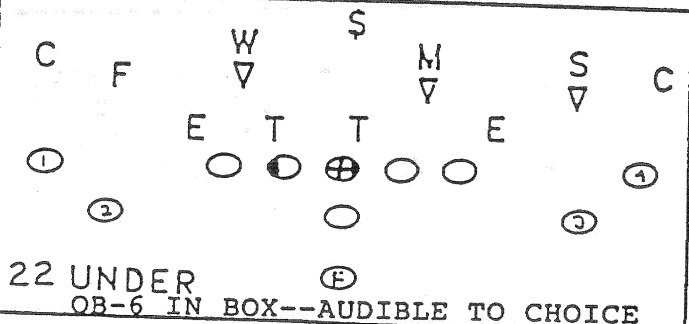
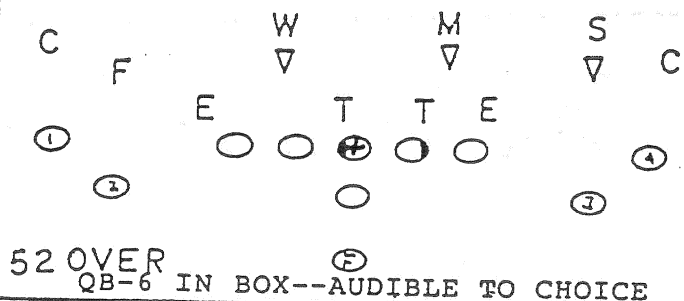
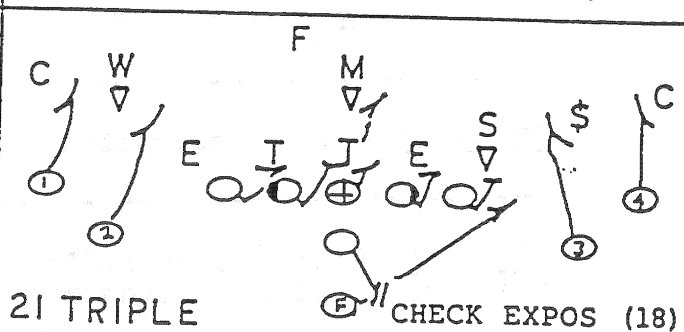
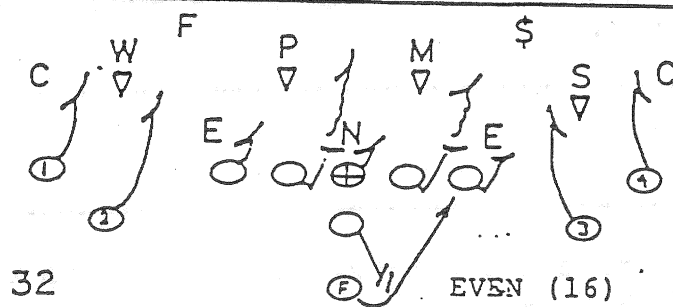
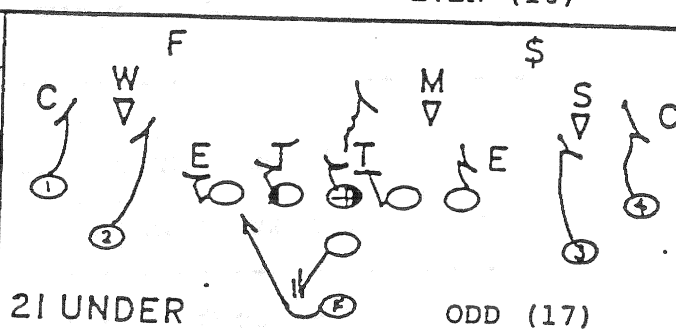
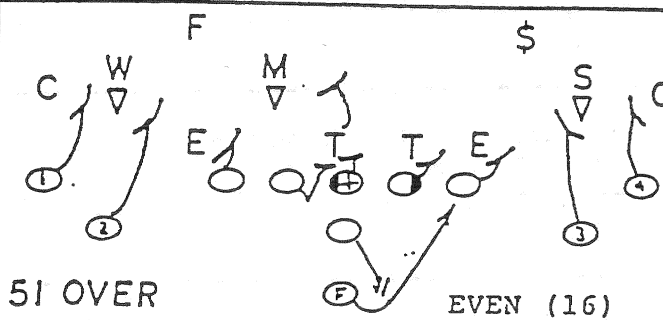
"H-BACK" - Not applicable.

"F-BACK" - Use motion called to move linebacker. On snap, turn up and block. If no motion run wide route.

QUARTERBACK - Run from shotgun. Look ball into your hand. Catch ball and bring it up to show pass while dropping three quick steps. (Pause). Plant and push upfield reading the bubble for daylight. Do not rush this play.



EVEN (16)



PLAY DESCRIPTION: BELLY DIVE - offensive line use power zone blocking. Tackles use Race Horse Position (up stance). QB: 1) away from linebacker, 2) If middle linebacker - away from widest end, 3) Check EXPOS versus triple with middle linebackers.

CENTER: Block "O" -- (Playside Gap Technique). "Gap" versus middle linebacker! Two linebackers right or left call. 1 linebacker playside gap to backside! Triple - check to 18-19 (EXPOS).

ON GUARD: Block #2 (Drive Technique -- blocks point between his sternum and outside number). Alert to "GAP" with center!

ON TACKLE: Block #2 -- (Drive Technique -- block a point between his sternum and outside number).

OFF GUARD: Block #1 -- (Playside Gap Technique). Make "B" call if covered by a down lineman and tackle is covered by a linebacker.

OFF TACKLE: Block #2 -- (Playside Gap Technique). If end is in wide rush position, get "PUSH" on defender on the guard. If end is tight wall off technique! Alert for "B" or "B-1" call from guard.

TIGHT END (3): Onside block match
Offside block double cut off

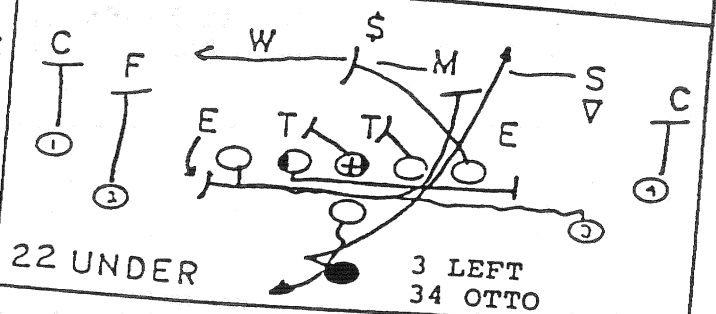
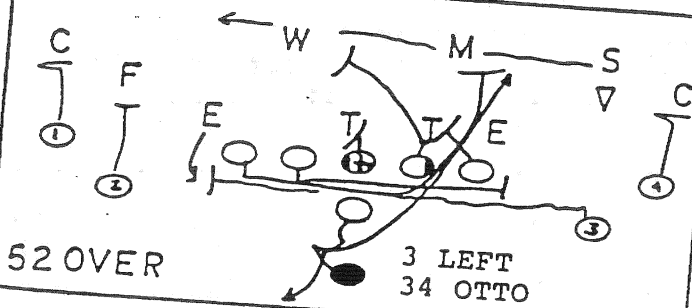
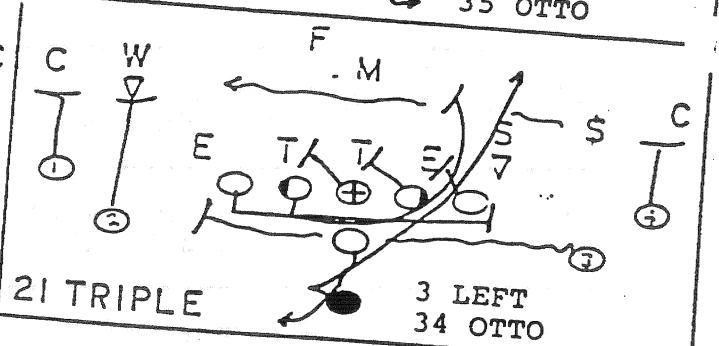
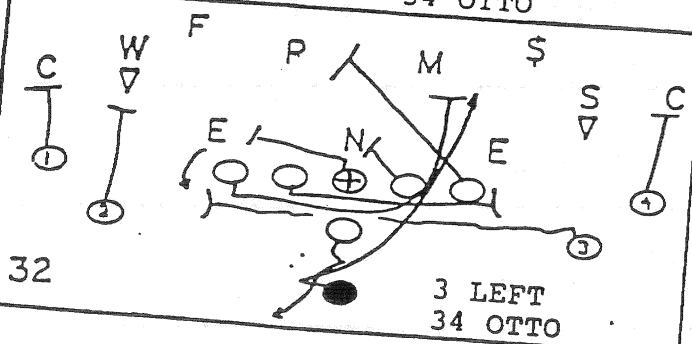
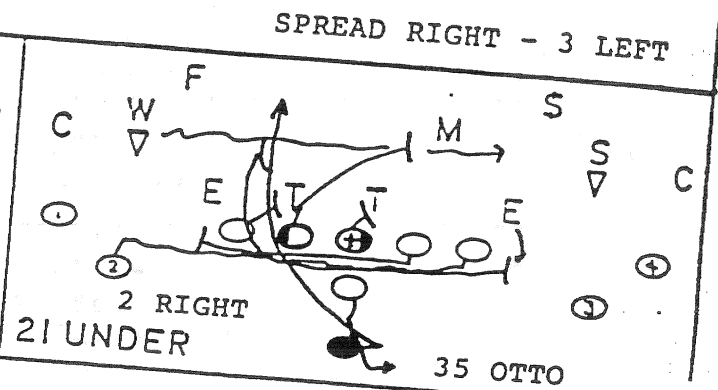
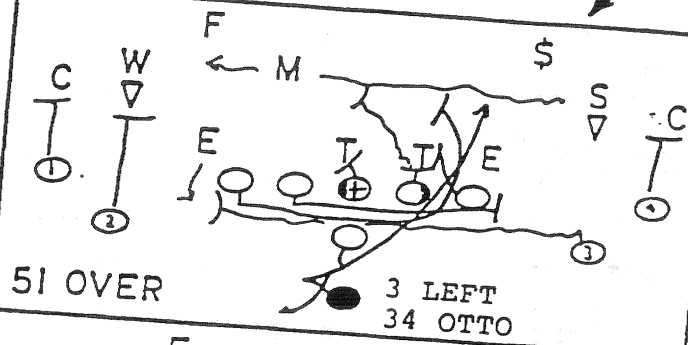
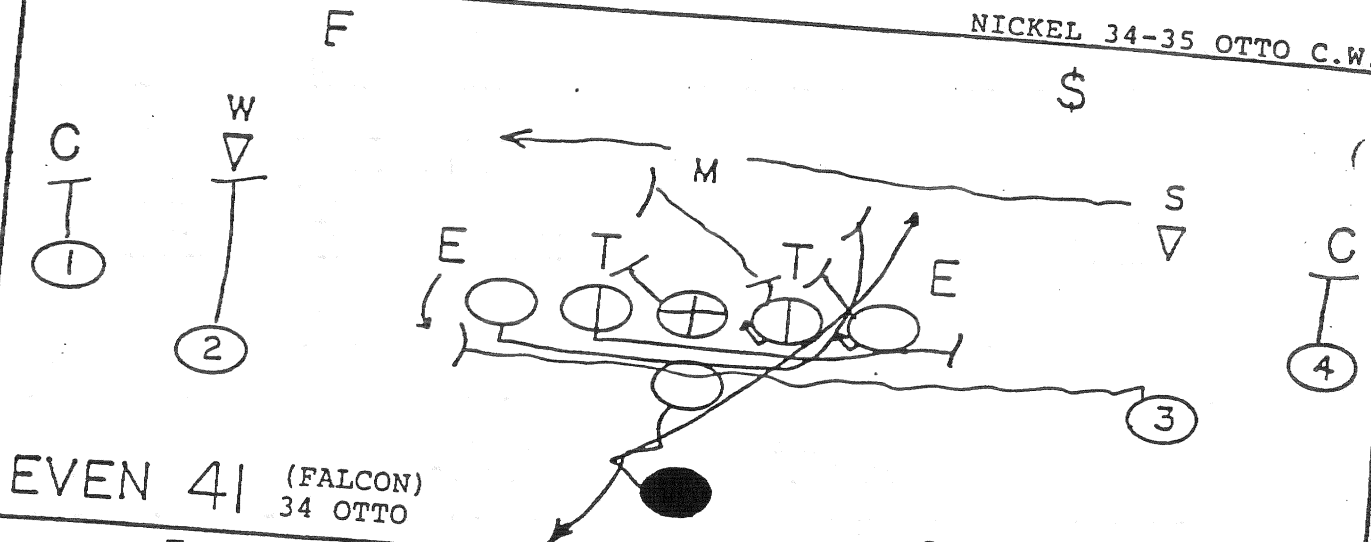
"H-BACK" (2): Onside block match
Offside block double cut off

"F-BACK": Ball carrier -- Use drop open cross over. Step with shoulders square at handoff. Aiming point is the butt of the playside tackle. Don't make cut until you're into the linemens' heels.

QUARTERBACK: Open step 45% to the side of the hole called. Get the ball to the ball carrier as deep as possible. Look the ball into his pocket. Ball carrier's aiming point is tackle butt - Drop 5 quick steps and set to pass. NOTE: Vs 6 in box, QB check out or audible to "Choice" (NK 92-60)

"Z" (4): Onside block match
Offside block double cut off.

"X" (1): Onside block match
Offside block double cut off.



PLAY DESCRIPTION - "COUNTER" to the open side of the formation - can be run weak or strong. Excellent misdirection play versus all Nickel Looks. QB RULES - 1) run to widest end. 2) run away from bubble.

CENTER - Block backside gap. "Cut" the first defender backside. Take short lead step with backside foot - Explode! Same as 36-37 counter.

ON GUARD - Block first inside on or off L.O.S. Same as 36-37 Counter.

ON TACKLE - Block first inside on or off L.O.S. Same as 36-37 Counter!

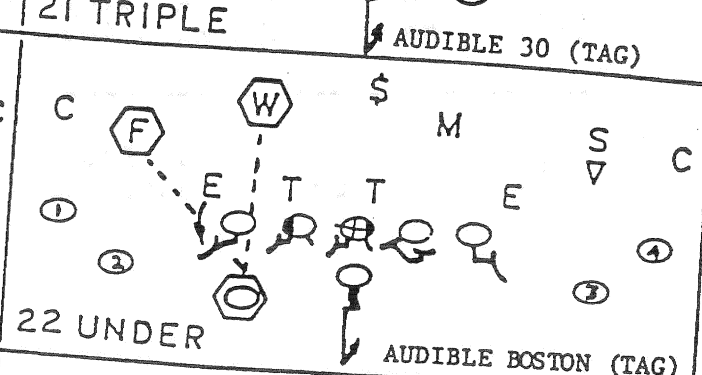
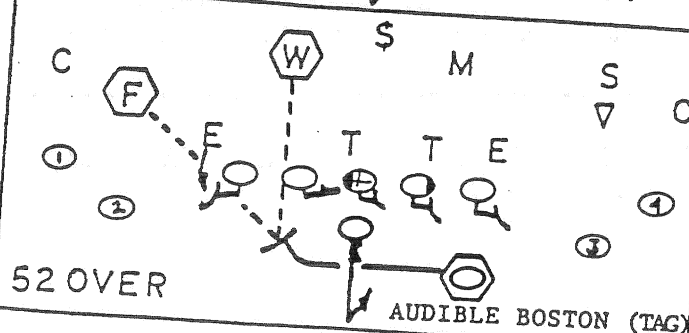
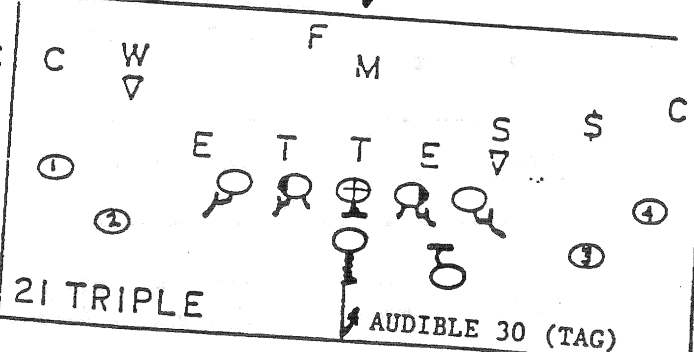
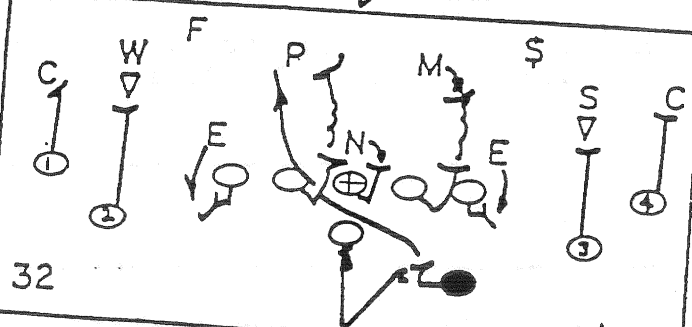
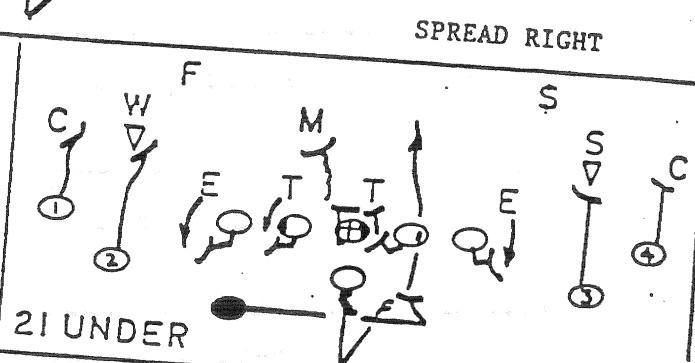
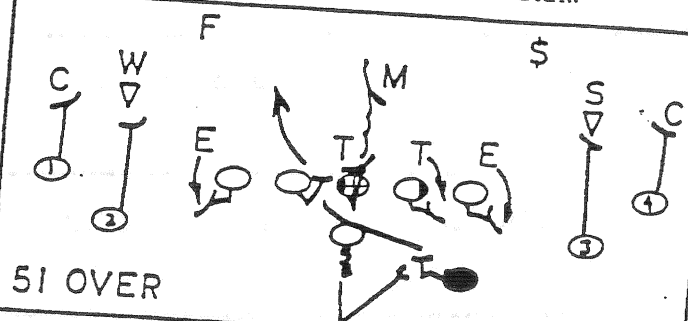
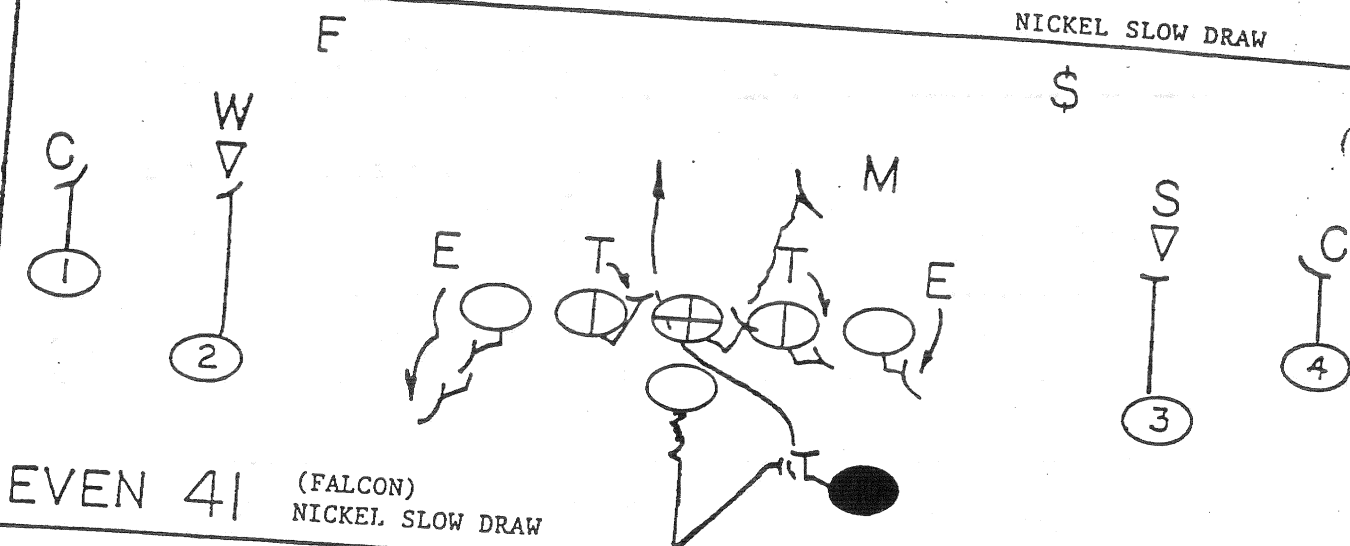
OFF GUARD - Pull flat towards the point of attack and TRAP the end man on L.O.S.

OFF TACKLE - Pull - get on the hip of the backside guard. Read his block - Trap - Turn up inside this block and look for linebacker in the hole.

"H-BACK" - Not applicable.

"F-BACK" - Take counter step away from hole to receive handoff. Attack the hole thinking inside. Read the block of the off guard.

QUARTERBACK - Open away from hole slightly deeper than 16/17 steps. Take 36/37 counter steps. Fake Buck Naked.



PLAY DESCRIPTION: Slow Draw from spread formation. Offensive line will block NK 92 Protection Rules for 3 counts -- then explode and drive on defenders. Back will align on RIGHT -- If 3 down linemen aligned LEFT -- align to left then slide over to right after the QB passes you. QB will run only if 5 in box -- 6 in box Audible Boston with Tag.

CENTER: Block Nickel 92 Protection rules for 3 counts -- then explode and drive on defender.

ON GUARD: Block Nickel 92 Protection rules for 3 counts -- then explode and drive on defender.

ON TACKLE: Block Nickel 92 Protection rules for 3 counts - then explode and drive on defender.

OFF GUARD: Block Nickel 92 Protection rules for 3 counts - then explode and drive on defender.

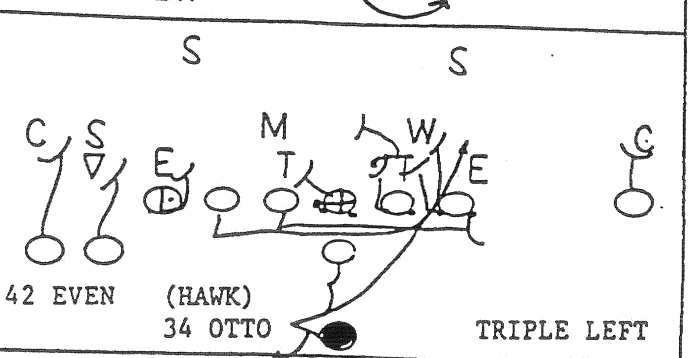
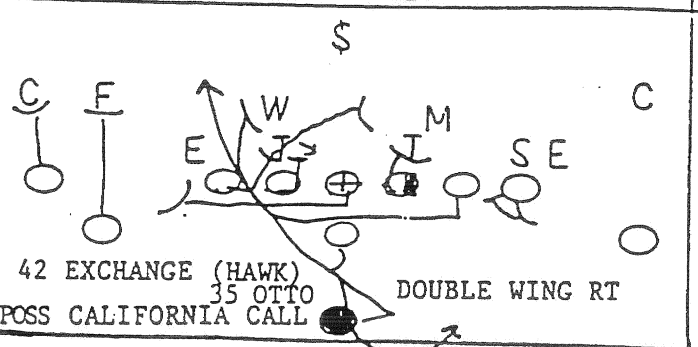
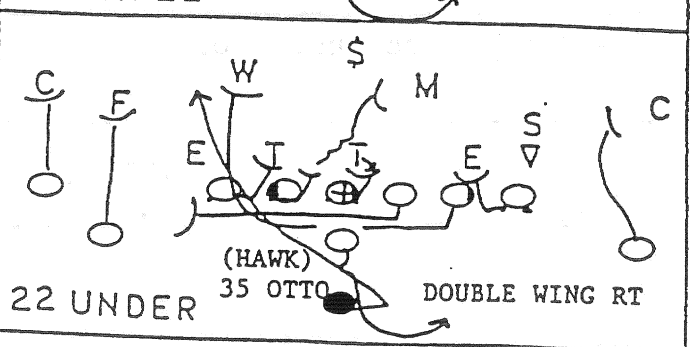
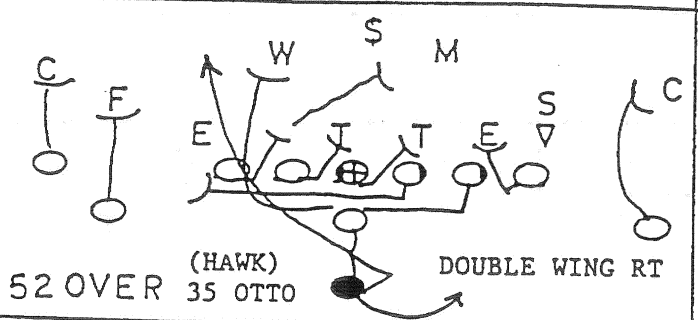
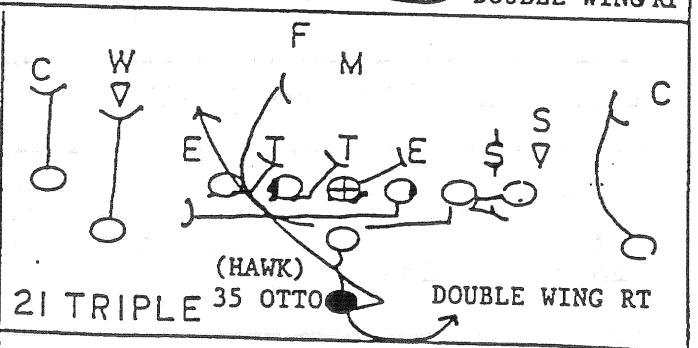
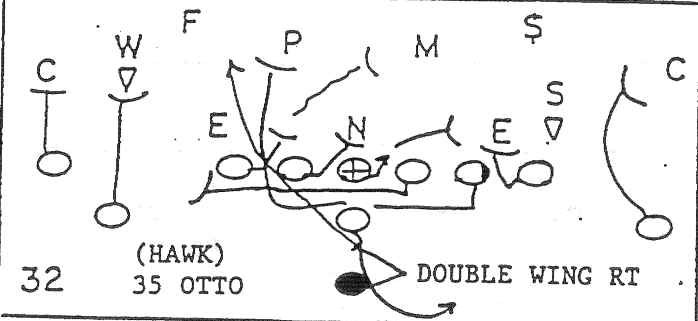
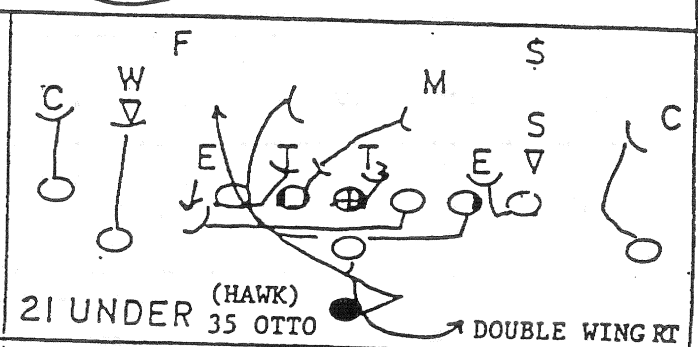
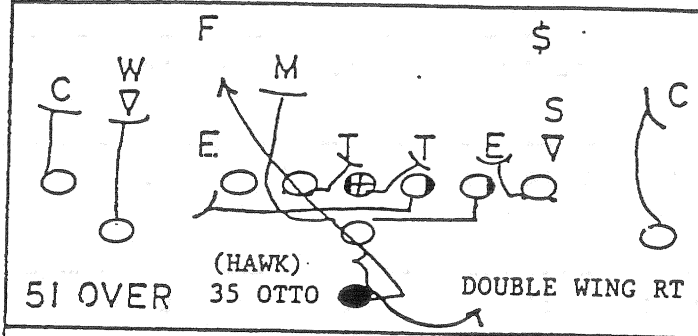
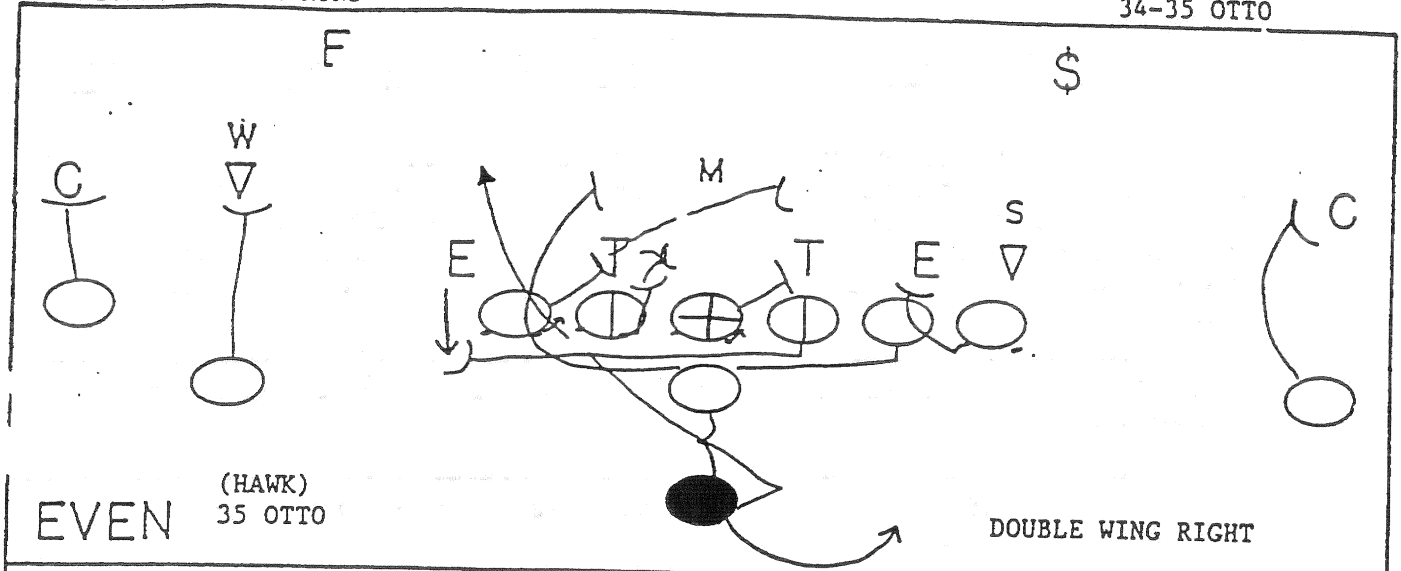
OFF TACKLE: Block Nickel 92 Protection rules for 3 counts - then explode and drive on defender.

TIGHT END: Does not apply.

"H-BACK": Ball carrier - align to the right unless guard bubble then align on the left. Show pass and let QB pass then get into position to receive wrap around hand-off. Read line blocking and run to daylight.

"F-BACK": Does not apply.

QUARTERBACK: Take a full five (5) steps and hitch drop. Climb up into the pocket and slip the ball to the ball carrier who will slide to the middle after you go beyond him. Do not be in a hurry.



34/35 OTTORULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: "COUNTER" to the open side of the formation - will only be run weak. Excellent misdirection play versus all Nickel Looks.

CENTER: Block backside gap. "Cut" the first defender backside. Take short lead step with backside foot - Explode! Same as 36-37 Counter.

ON GUARD: Block first inside on or off L.O.S. Same as 36-37 Counter.

ON TACKLE: Block first inside on or off L.O.S. Same as 46-47 Counter.

OFF GUARD: Pull flat towards the point of attack and TRAP the end man on L.O.S.

OFF TACKLE: Pull - get on the hip of the backside guard. Read his block - Trap - Turn up inside this block and look for linebacker in the hole.

TIGHT END: Slide to Seal from pulling tackle -- be alert for bubble over guard. Center will also be coming back for DE.

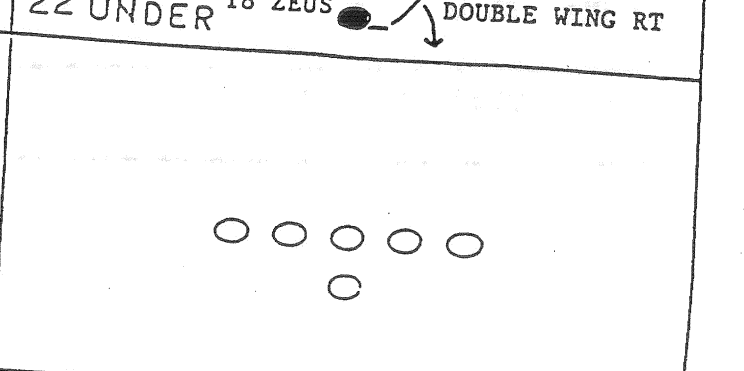
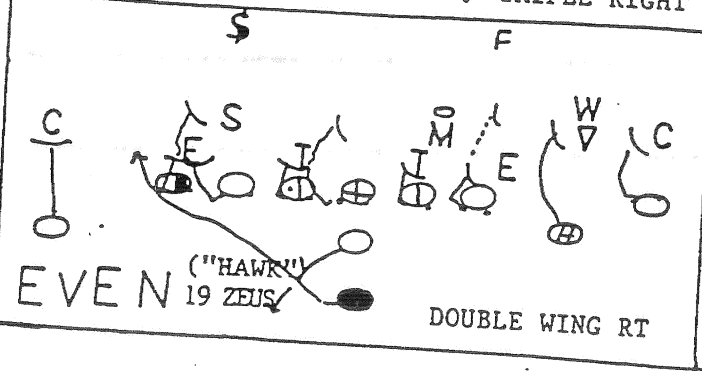
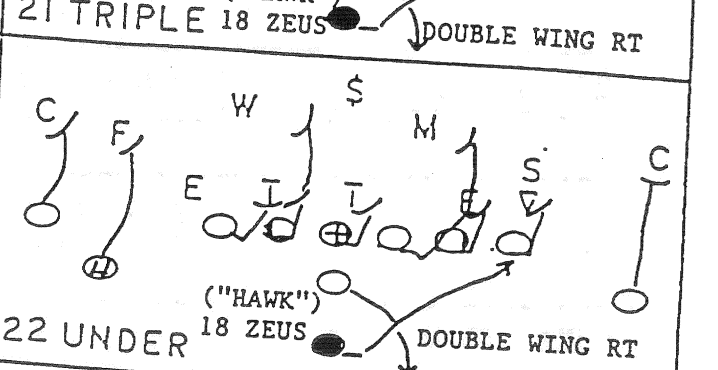
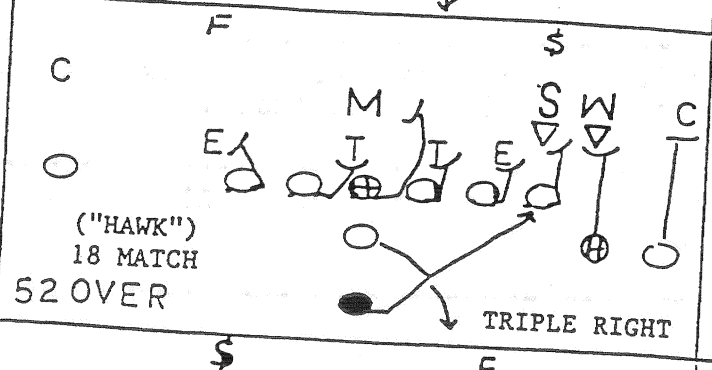
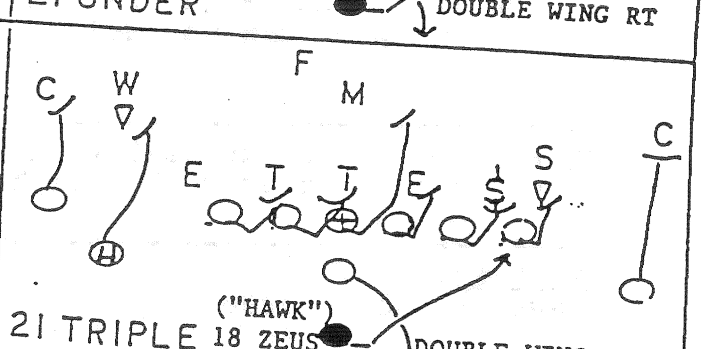
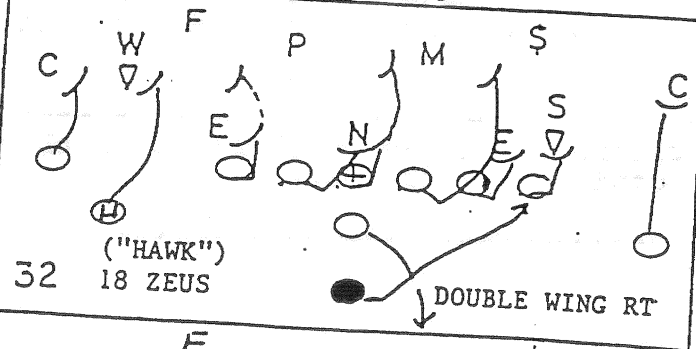
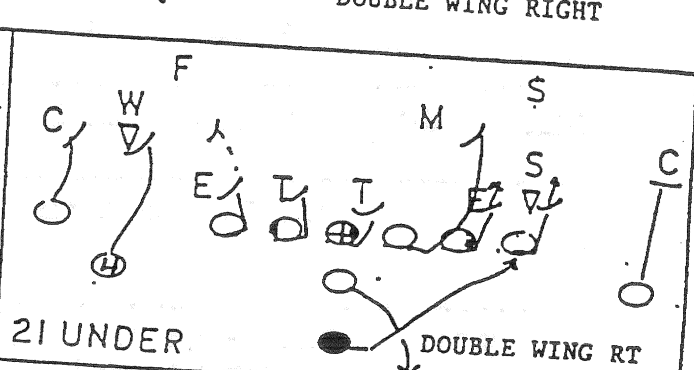
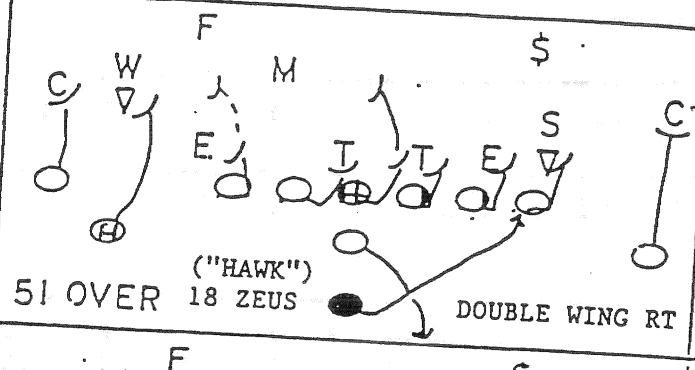
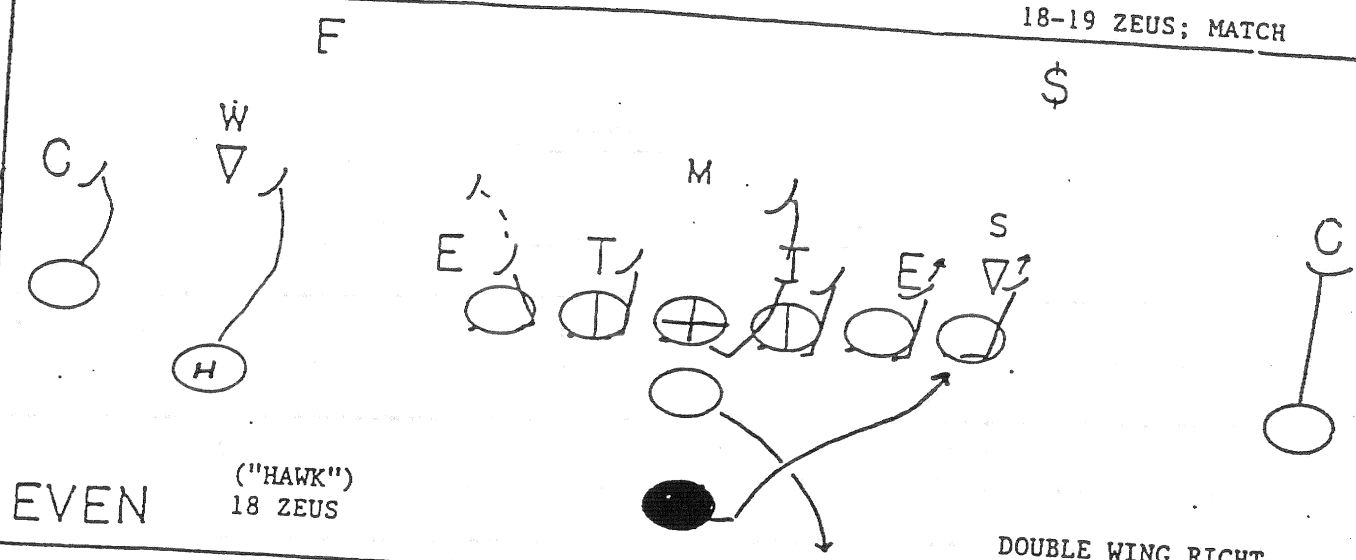
"H-BACK":
(Hawk) - Block force.

"F-BACK": Take counter step away from hole to receive handoff. Attack the hole thinking inside. Read the block of the off guard.

QUARTERBACK: Open away from hole slightly deeper than 16/17 steps. Take 36/37 counter steps. Fake Buck Naked.

"Z": Block Cut off

"X": Block Deep 1/3



18/19 ZEUS; MATCHRULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: Complementary play to 16-17 -- STRETCH the defense to the outside while option running off the Tight End Block.

CENTER: Block "O" - (Playside Gap Technique). If uncovered - make directional call and "Gap[" with onside guard.

ON GUARD: Block #1 - (Drive Technique - outside breast to armpit). Alert to "GAP" with center.

ON TACKLE: Block #2 - (Drive Technique - outside breast to armpit). Versus a triple look and no one in the TANDEM AREA make a TURN-IT call.

OFF GUARD: Block #1 (Playside Gap Technique). Make "B" call if covered by a down lineman and tackle is covered by a linebacker.

OFF TACKLE: Block #2 - (Playside Gap Technique). Alert for "B: or "B-1" call from guard.

TIGHT END: Block #3
Read alignment of defender for proper technique and landmarks 6, 7, 9 technique.
Stretch the defender, get movement.

"H-BACK": On "Match", block force onside, cut off backside.
(Hawk) On "Zeus", block backside cut off.

"F-BACK": Ball carrier - Same as regular 18-19

QUARTERBACK: Open steps slightly less than 45' to the side of the hole called. Get the ball to the ball carrier as deep as possible. Look the ball into his pocket. Drop 5 quick steps and set to pass.

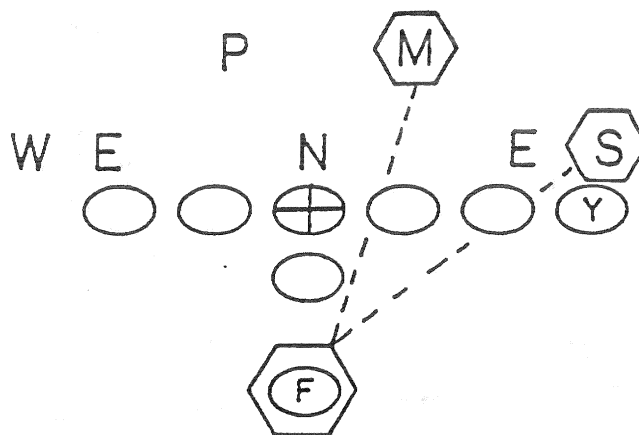
"Z": ZEUS block force; MATCH block secondary man on him

"X": Block Cut off; MATCH block secondary man on him

SIXTY SERIES

<u>PLAY</u>	<u>PAGE</u>
60 SERIES INTRODUCTION	60-1A
60-61 PROTECTON VS. 3 MAN FRONTS	60-2B
60-61 PROTECTION VS. 4 MAN FRONTS	60-3C
62-63 PROTECTION VS. 3 MAN FRONTS	60-4D
62-63 PROTECTION VS. 4 MAN FRONTS	60-5E
64-65 PROTECTION VS. 3 MAN FRONTS	60-6F
64-65 PROTECTION VS. 4 MAN FRONTS	60-7G
66-67 PROTECTION VS. 3 MAN FRONTS	60-8H
66-67 PROTECTION VS. 4 MAN FROTNS	60-9I
68-69 PROTECTION VS. 3 MAN FRONTS	60-10J
68-69 PROTECTION VS. 4 MAN FRONTS	60-11K
 SHORT 60 (61) SEAM	 60-1
DART 60 (61) Y CORNER	60-2
362 (363) Y FAST	60-3
SHORT 62-63 HB FLAT	60-4

60 SERIES



This is a slide protection with the offensive line sliding away from the call. Back or Backs block to the call. Even numbers right; odd numbers left!

1. Three, Five, or Seven step drop (QB will call "SHORT" to indicate 5 step drop).
2. 60/61; 62/63 - FB check to call side - double read on LB'ers inside-out!
3. 60/61 -- FB check "ARC"; 62/63 FB check "FLAT". *Slide line to the rush ~~off~~; back to drop OLB*
4. Linemen always slide away from call on any 60 series play.
5. 64/65 -- Two backs in backfield blocking LB'ers to call side.
6. 66/67 HB Scat - Always slide to tight end side of formation - Tight End slide to block the strong safety or #4. FB always blocks away from the call side, Inside to Outside LB.
7. 66/67 "MAX" -- HB - FB Weak -- Block to the call for "WIN" and "PEG" -- always slide to Tight End side of formation - Tight End slide to block the strong safety or #4.
8. 68/69 -- Tight End blocks slow. FB blocks "MIKE" to a thru route.
9. "HOT" - When the term "HOT" precedes a protection call, the back who has protection responsibility is free to release and run a pre-determined route. For example, "HOT 60" - Versus a 34 defense the FB in normal 60 protection would block Mike to Sam. In "HOT 60" the FB would be free to release into a pattern immediately. If either of the two linebackers rush, the QB must throw "HOT" or "Q".
10. 60 Protection is used as an alternative protection (Slide) to out other Drop Back Protections.

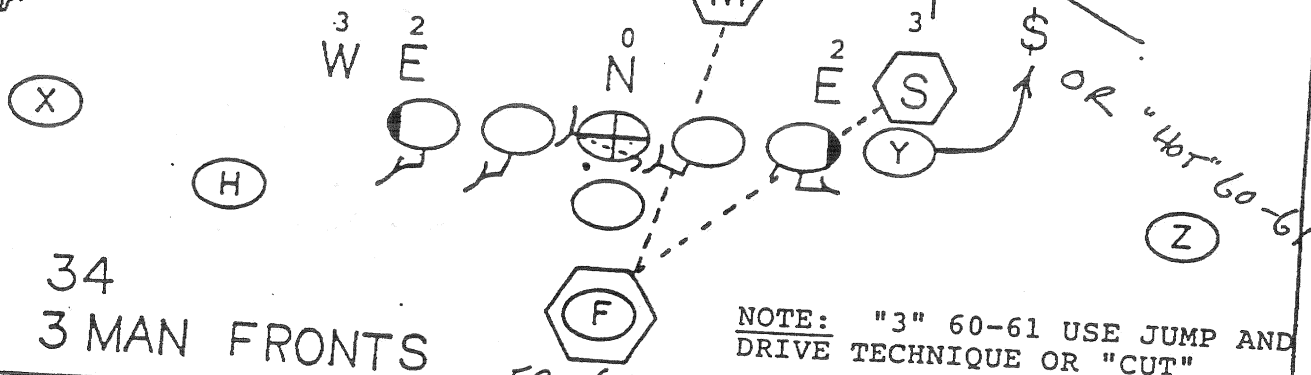
76-77; 80-81; 82-83	=	60-61 or 62-63
78-79	=	68-69
84-85	=	64-65

66-67 is a special protection designed for 2 guys or threat of \$\$ Blitz.

Arro
 C
 back blocks drop
 one slides to rush over

60-61 PROTECTION

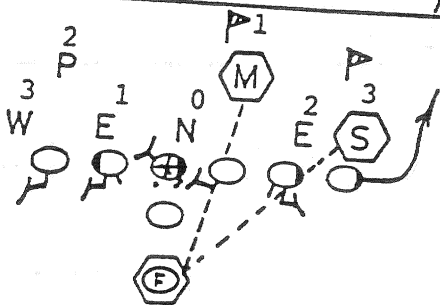
SCAT C



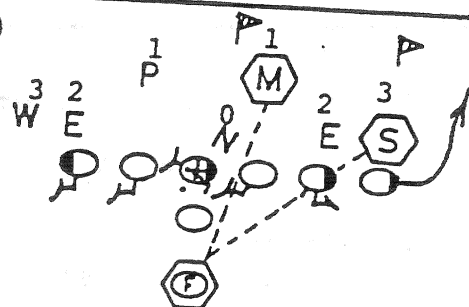
NOTE: "3" 60-61 USE JUMP AND DRIVE TECHNIQUE OR "CUT"

FB3 ✓ ALL

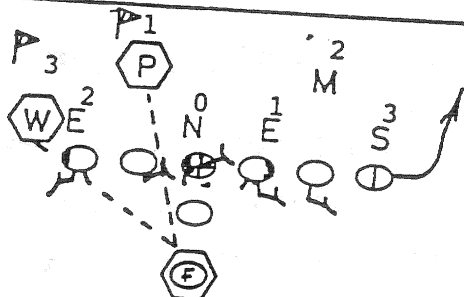
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340

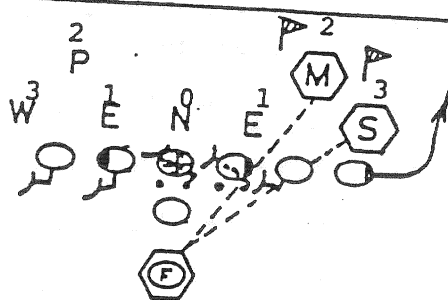


37



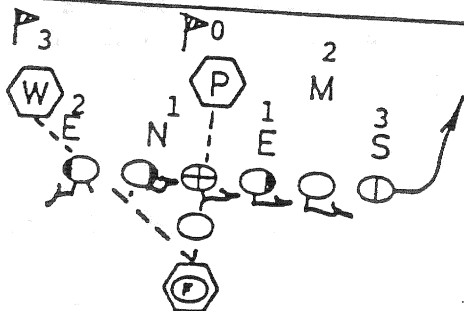
CHECK 61

39



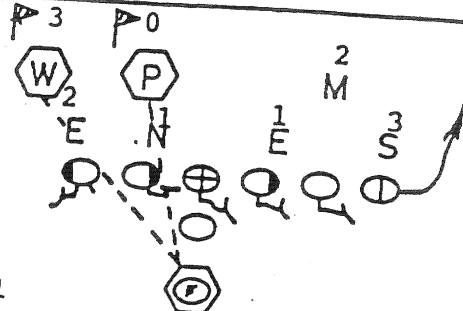
36

MIDDLE



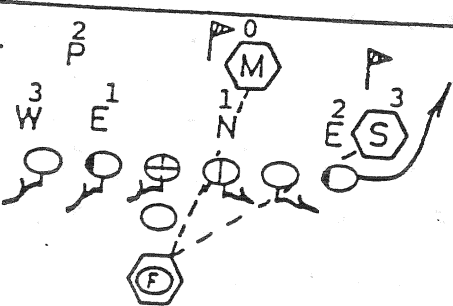
CHECK 61

36
WEAK

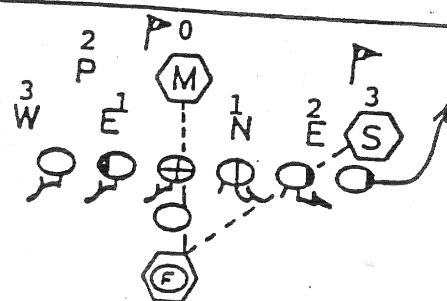


CHECK 61

38 STR.



38
MIDDLE



C

(X)

(H)

3

2

1

1

2

3

M

F

S

Y

SCAT

OR "LOT" 60

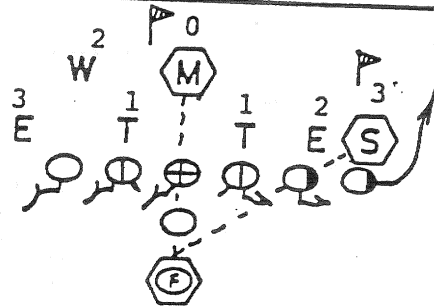
(Z)

43

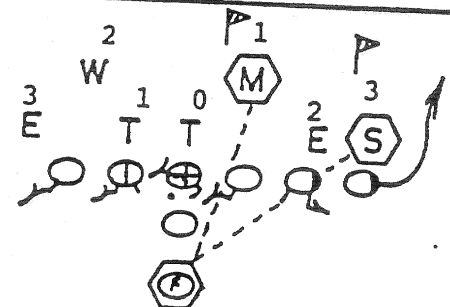
4 MAN FRONTS

LT HARDCALL

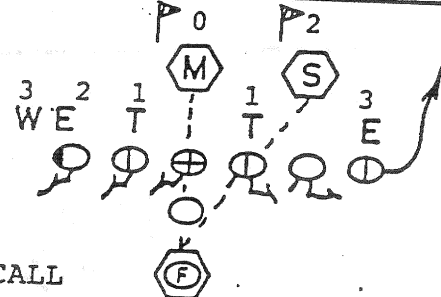
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25

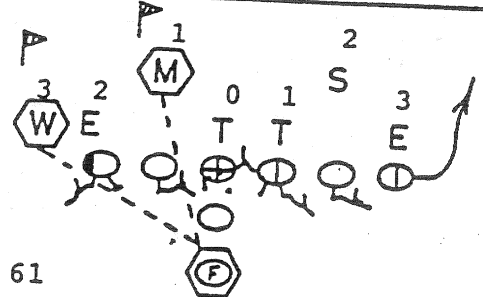


47



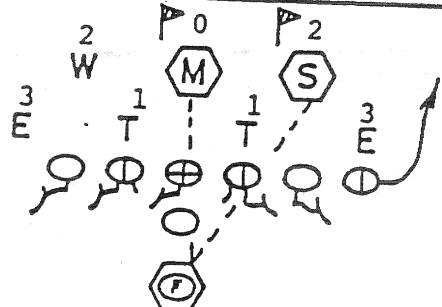
LT-HARDCALL

57

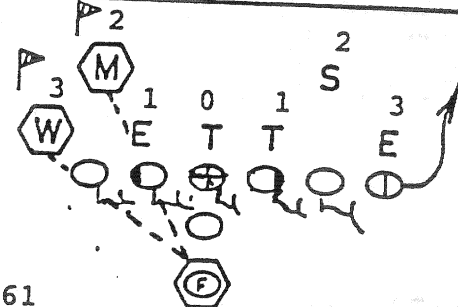


CHECK 61

49

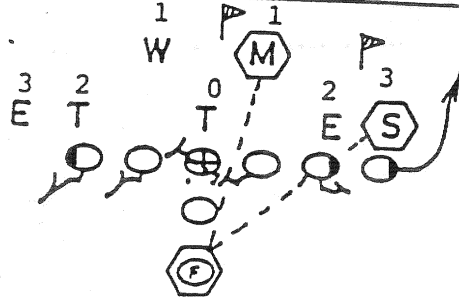


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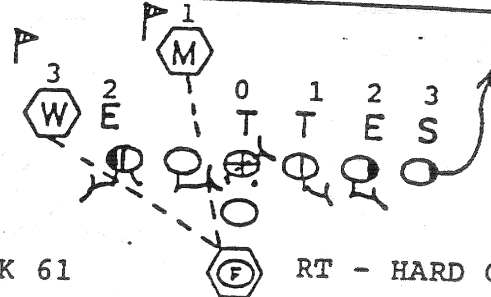


CHECK 61

24



53



CHECK 61

RT - HARD CALL

C
AUTOBACK-DROP OLB
LINE-SLIDE TO RUSH OLB

(X)

(H)

ATTACK: BUICK EVEN (ODD)

34

3 MAN FRONTS

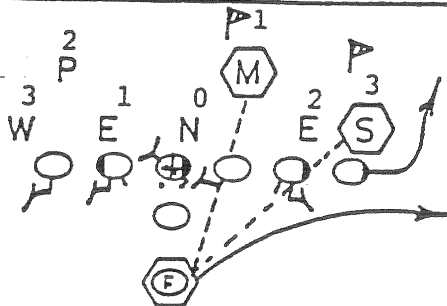
FB V FLAT

SCAT C

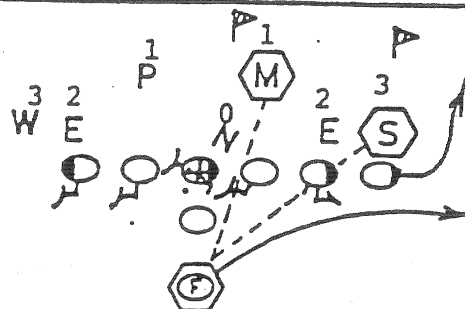
\$ or "HOT" 62-63

(Z)

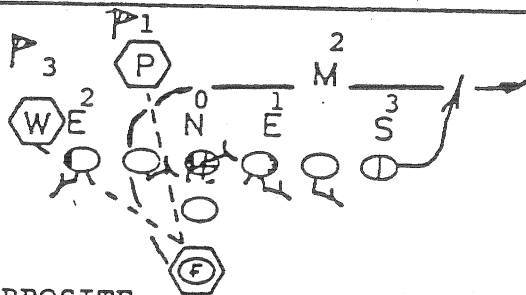
35



340

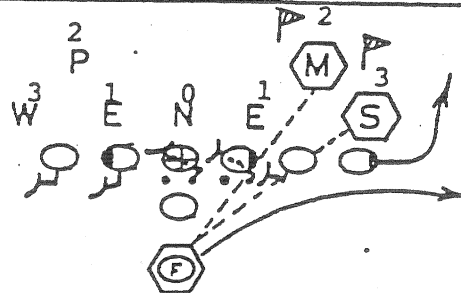


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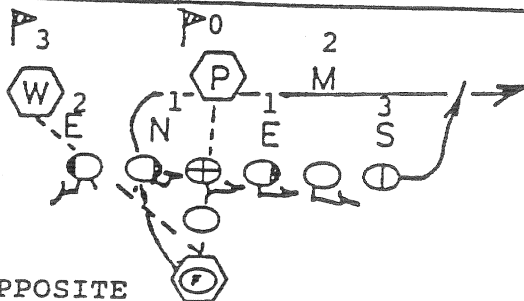
CHECK OPPOSITE

39

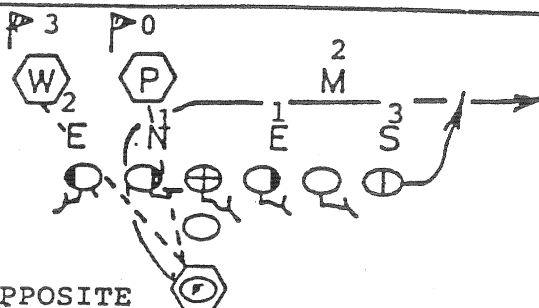


36

MIDDLE

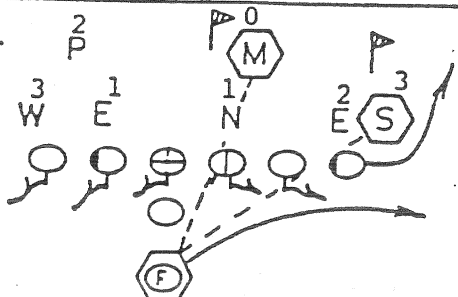
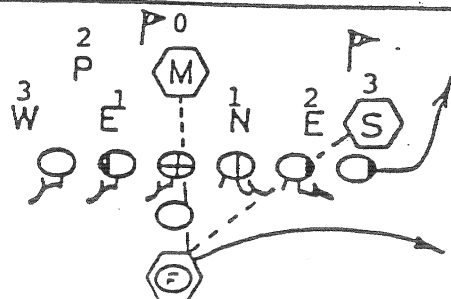


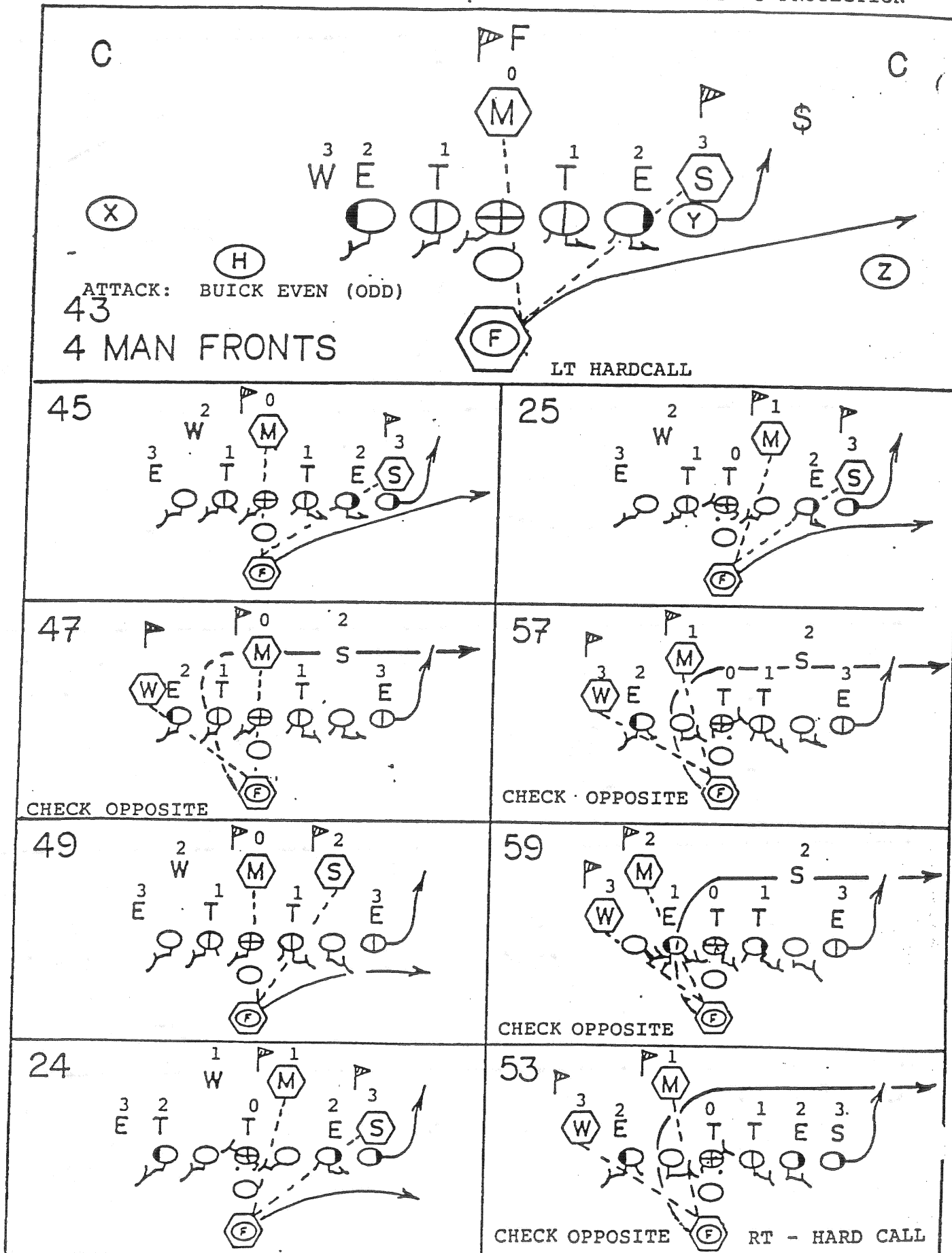
CHECK OPPOSITE

36
WEAK

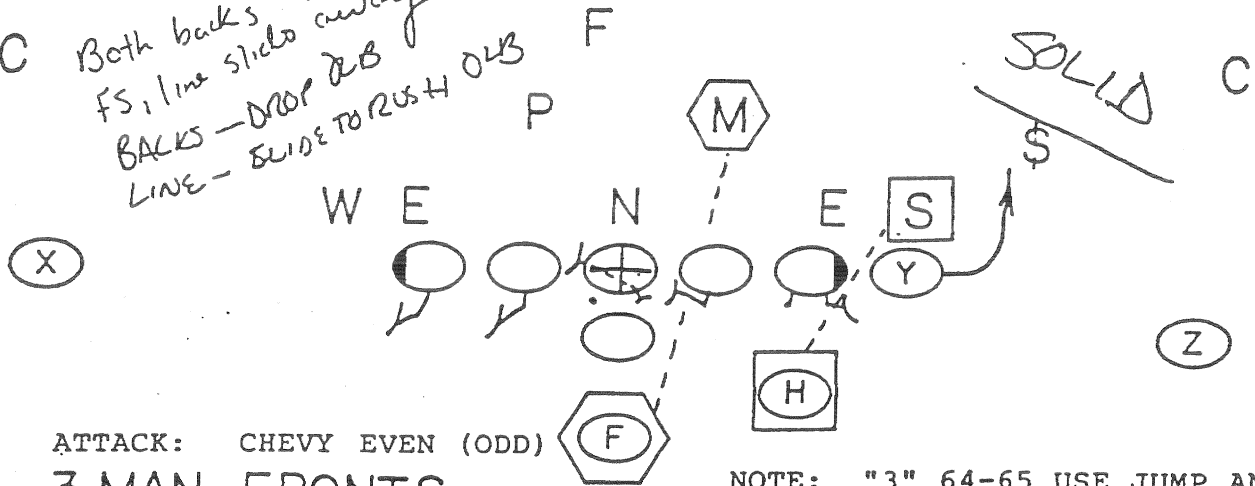
CHECK OPPOSITE

38 STR.

38
MIDDLE



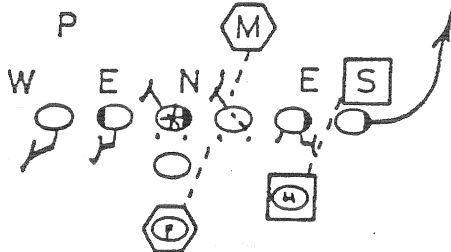
*C Both backs
FS, line slide away
BACKS - DROP 2B
LINE - SLIDE TO RUSH 04B*



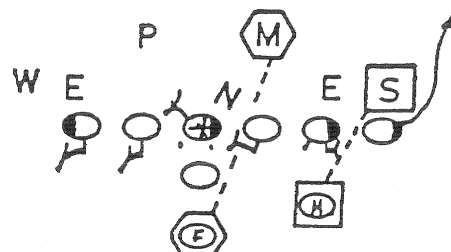
ATTACK: CHEVY EVEN (ODD)
3 MAN FRONTS

NOTE: "3" 64-65 USE JUMP AND
DRIVE TECHNIQUE OR "CUT"

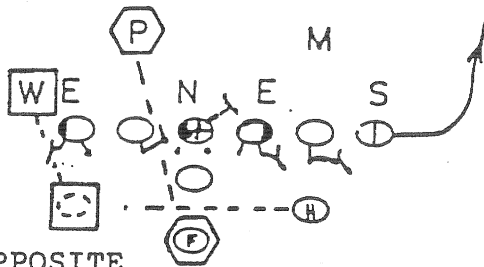
35



340

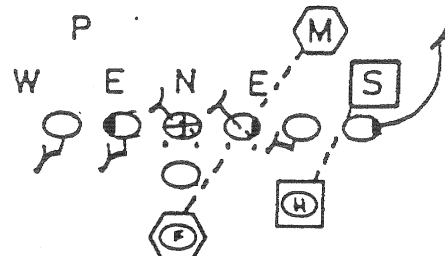


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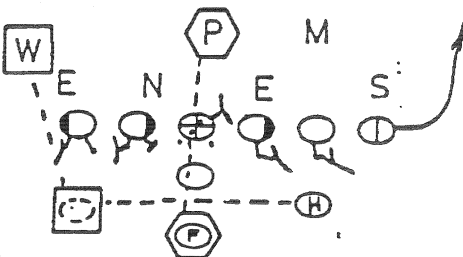
CHECK OPPOSITE

39



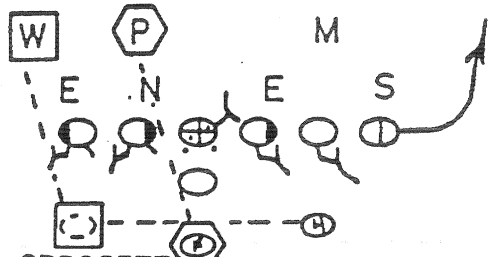
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MIDDLE



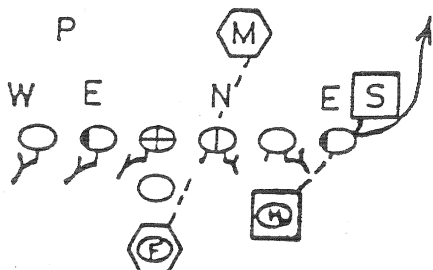
CHECK OPPOSITE

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WEAK

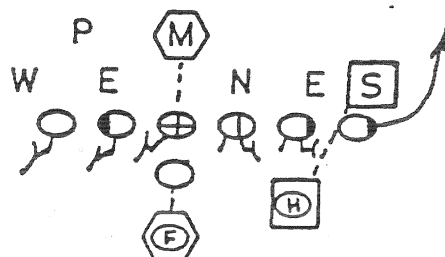


CHECK OPPOSITE

38 STR.



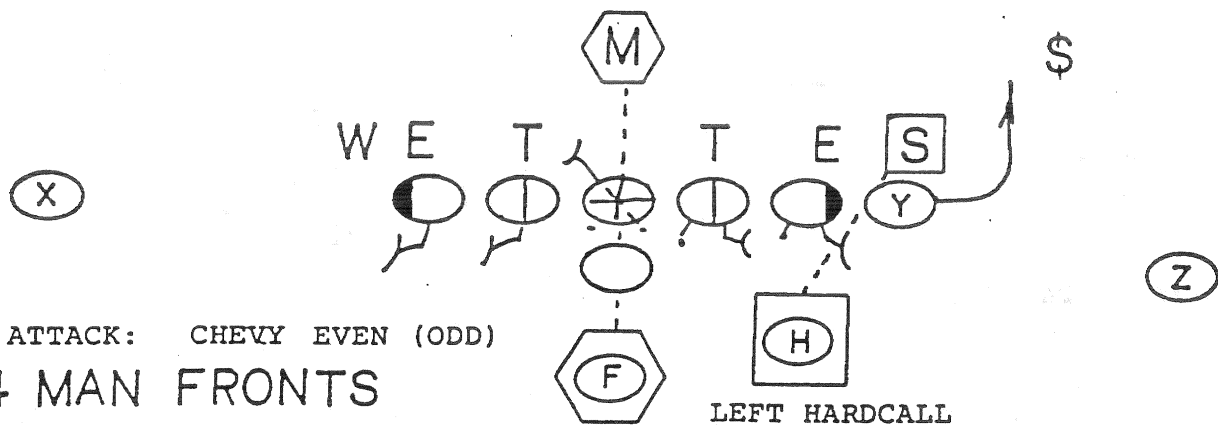
38
MIDDLE



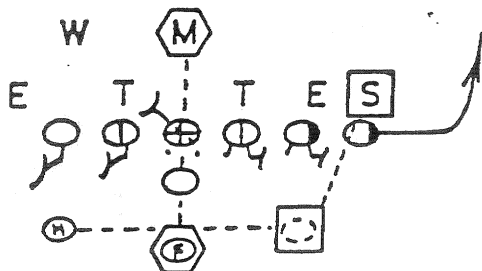
C

F

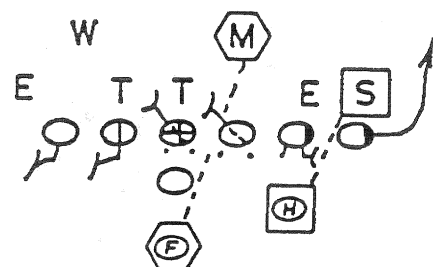
C



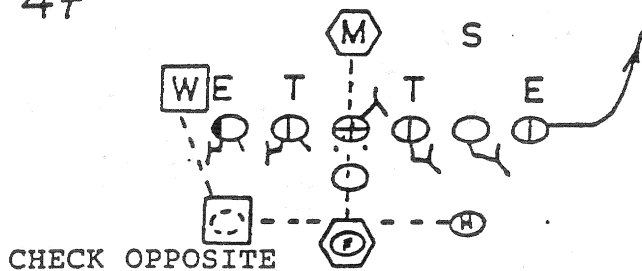
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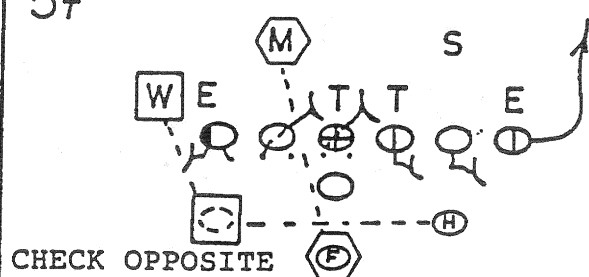
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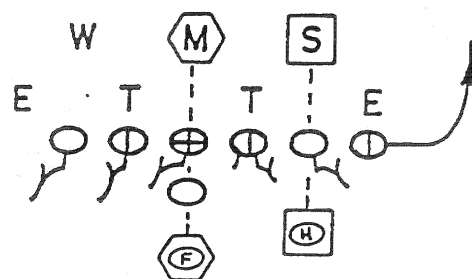
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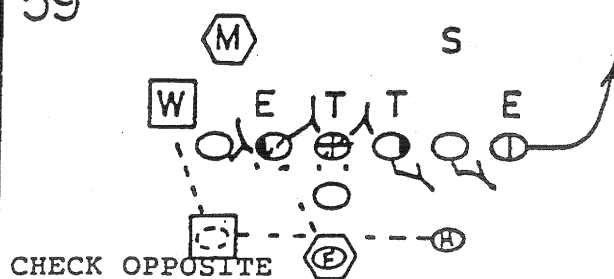
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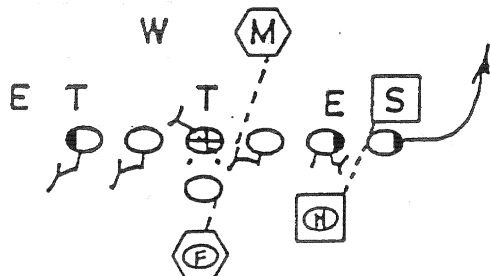
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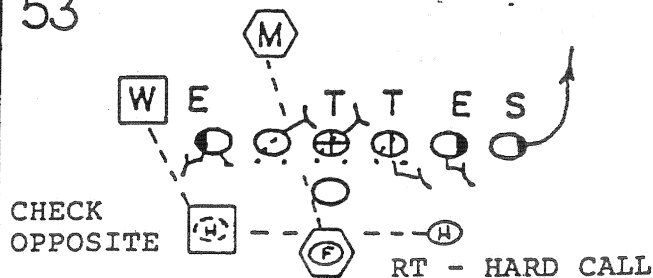
59



24



53





ATTACK: DATSUN ODD (EVEN)

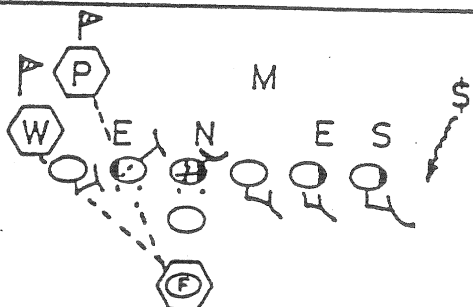
34

3 MAN FRONTS

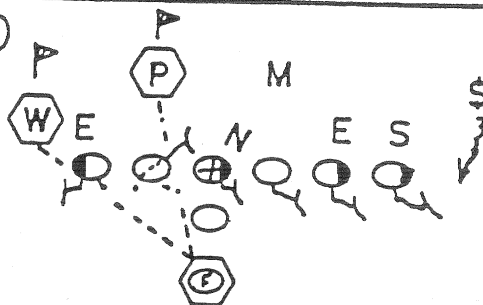


NO BOUNCE BY Y. USED PRIMARILY
VERSUS BEARS FRONTS. CAN BE
USED VS SUSPECTED \$ BLITZ WITH
7 ADJUSTMENTS OR 50 FRONTS.

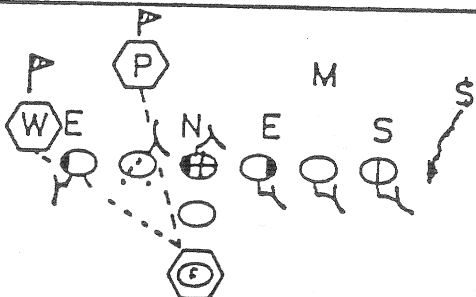
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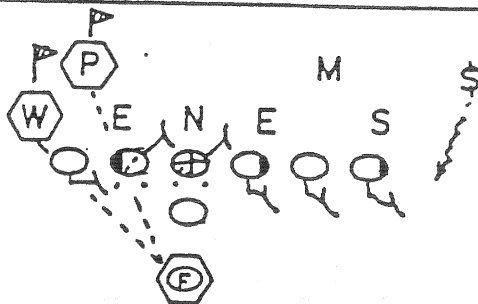
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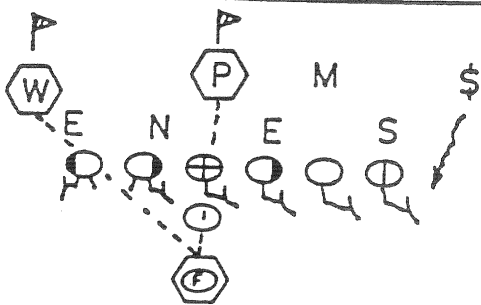
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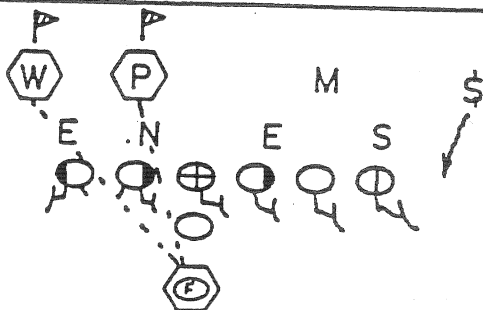
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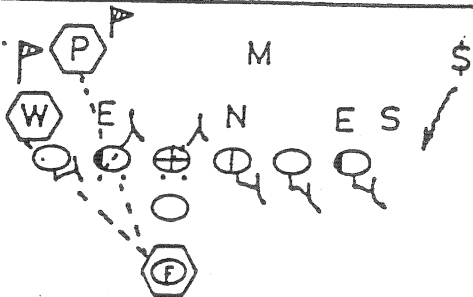
36
MIDDLE



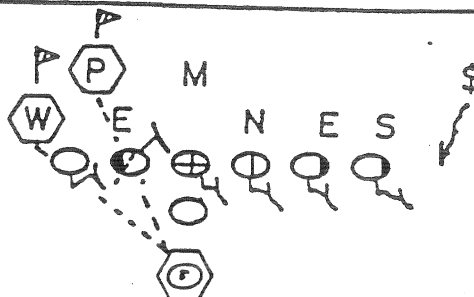
36
WEAK



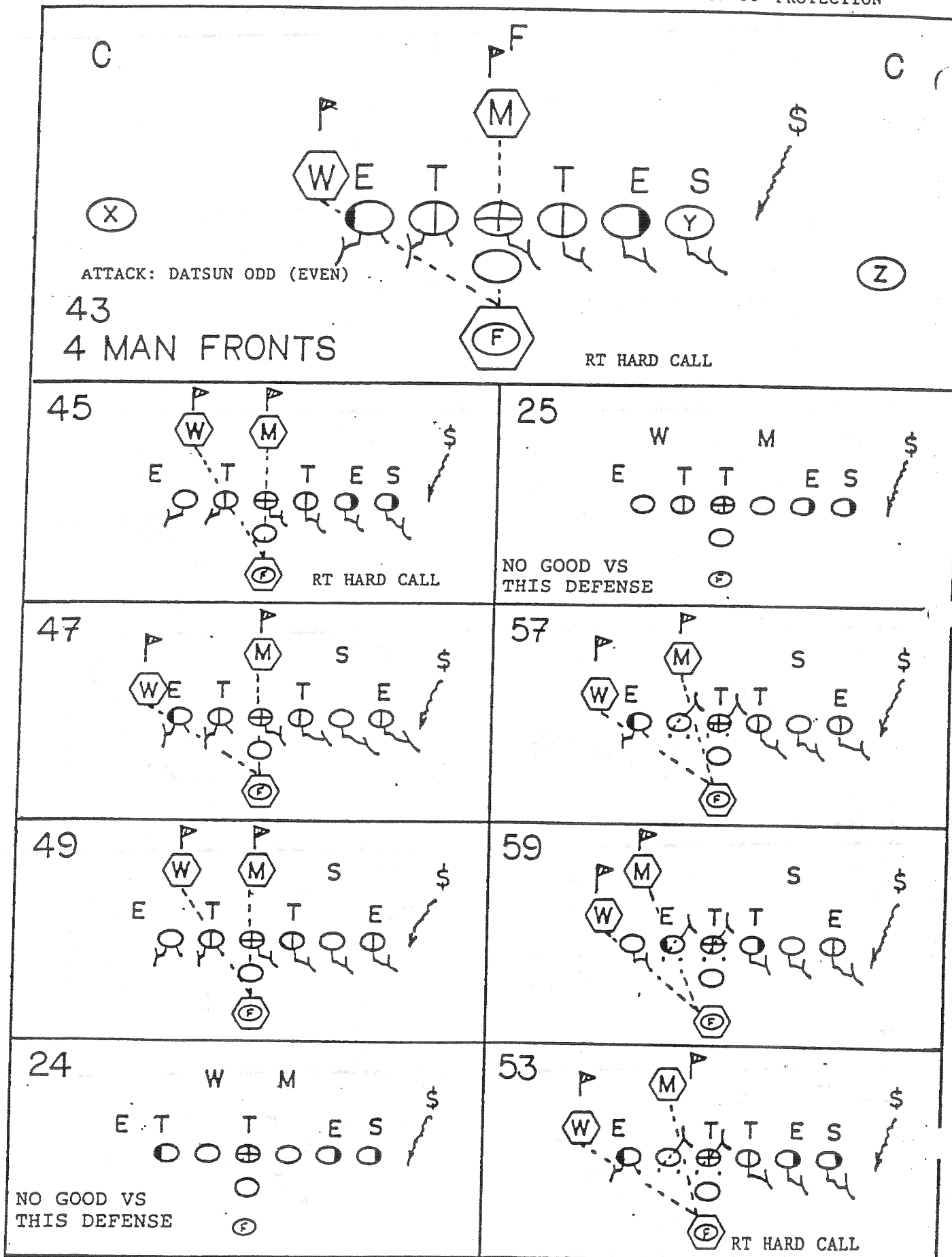
38 STR.



38
MIDDLE



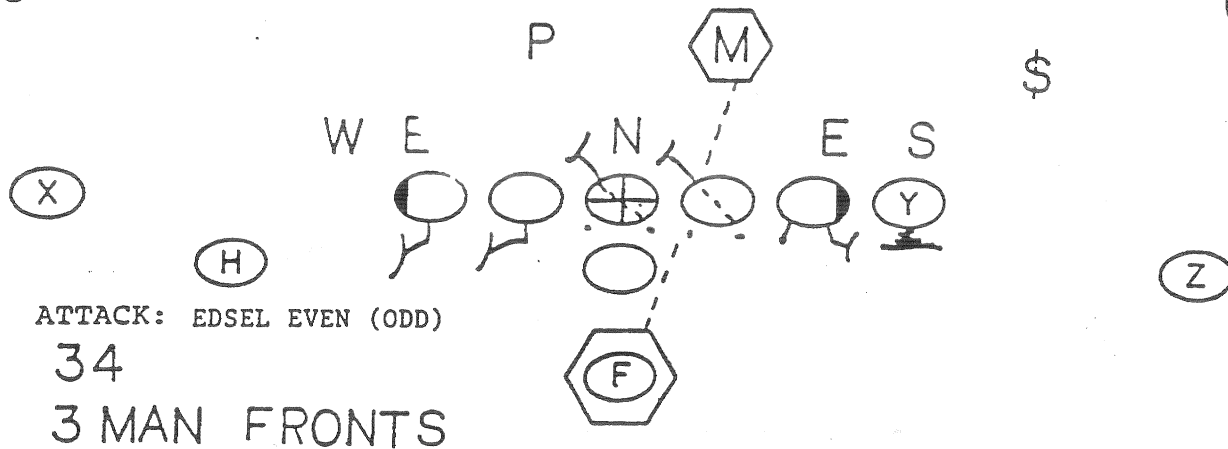
RT HARD CALL



C

F

C

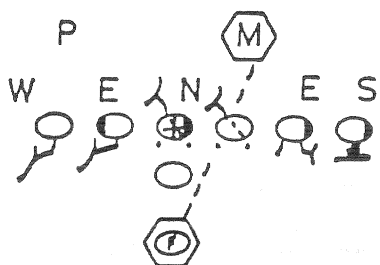


ATTACK: EDSSEL EVEN (ODD)

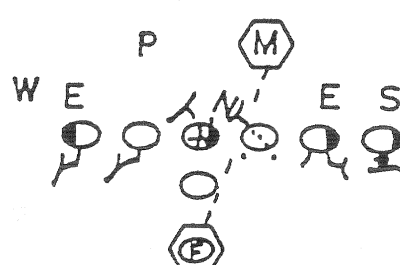
34

3 MAN FRONTS

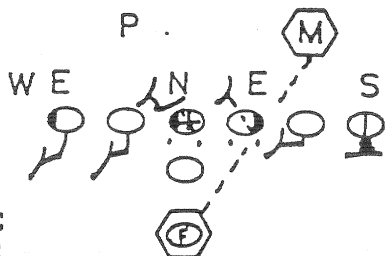
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34 0

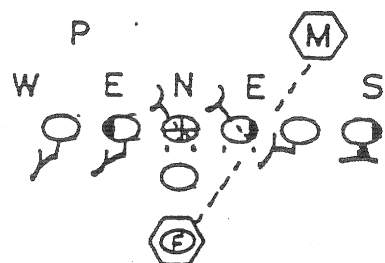


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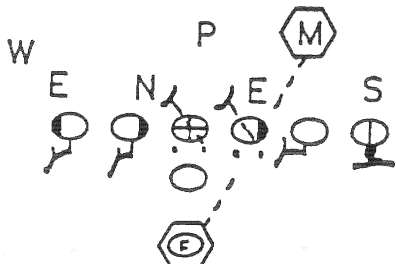
POSSIBLE
CHECK 78

39



36

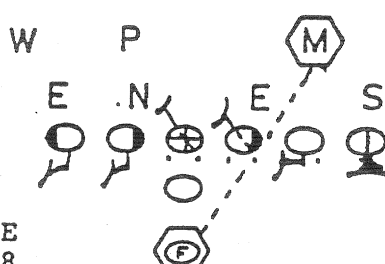
MIDDLE



POSSIBLE
CHECK 78

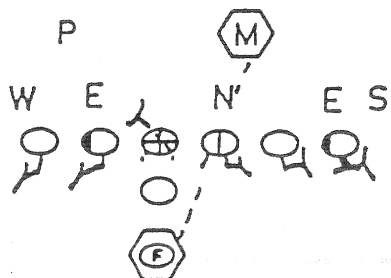
36

WEAK



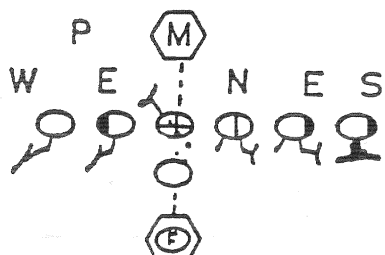
POSSIBLE
CHECK 78

38 STR.



38

MIDDLE

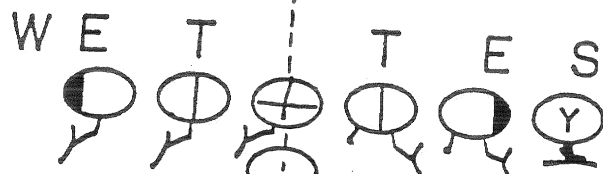


C

F

(X)

(H)



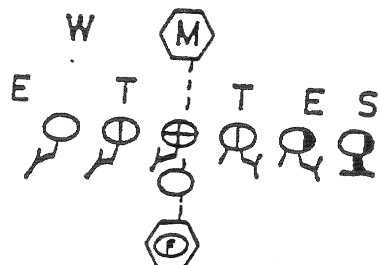
\$

(Z)

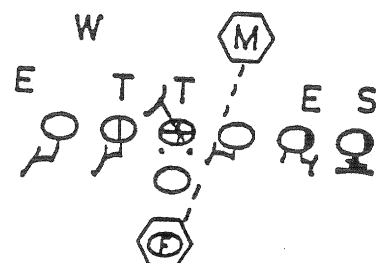
43 ATTACK: EDSSEL EVEN (ODD)
4 MAN FRONTS

LT HARD CALL

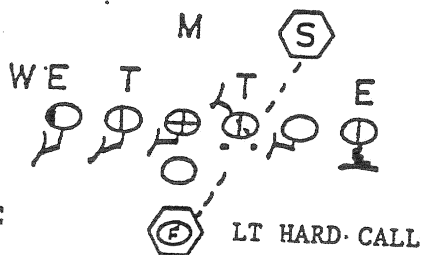
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25



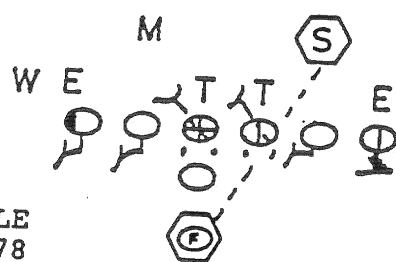
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POSSIBLE
CHECK 78

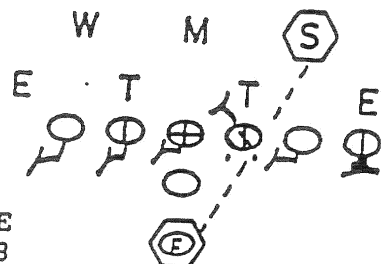
LT HARD CALL

57



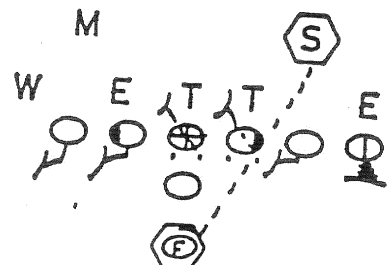
POSSIBLE
CHECK 78

49

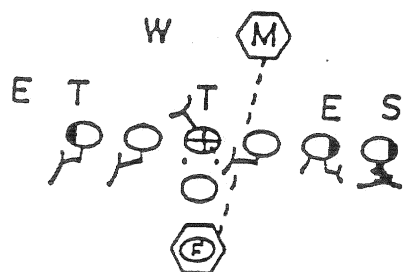


POSSIBLE
CHECK 78

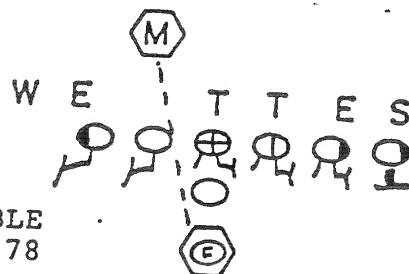
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24



53

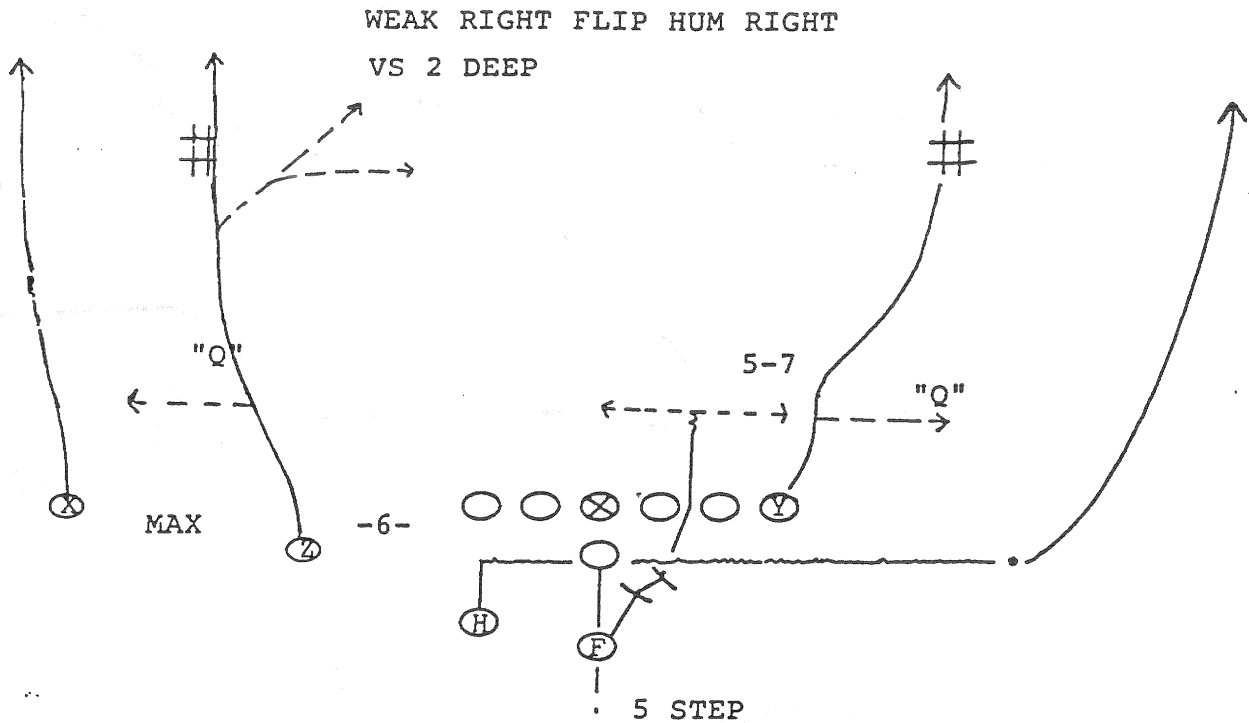


POSSIBLE
CHECK 78

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362 (363) Y FAST	60-3
SHORT 62-63 HB FLAT	60-4



AUDIBLE

CODE: Gash

ATTACK: Astro Even (Odd) Gash

Snap point at maximum
split (2-3 yards outside the
numbers)

PROGRESSION

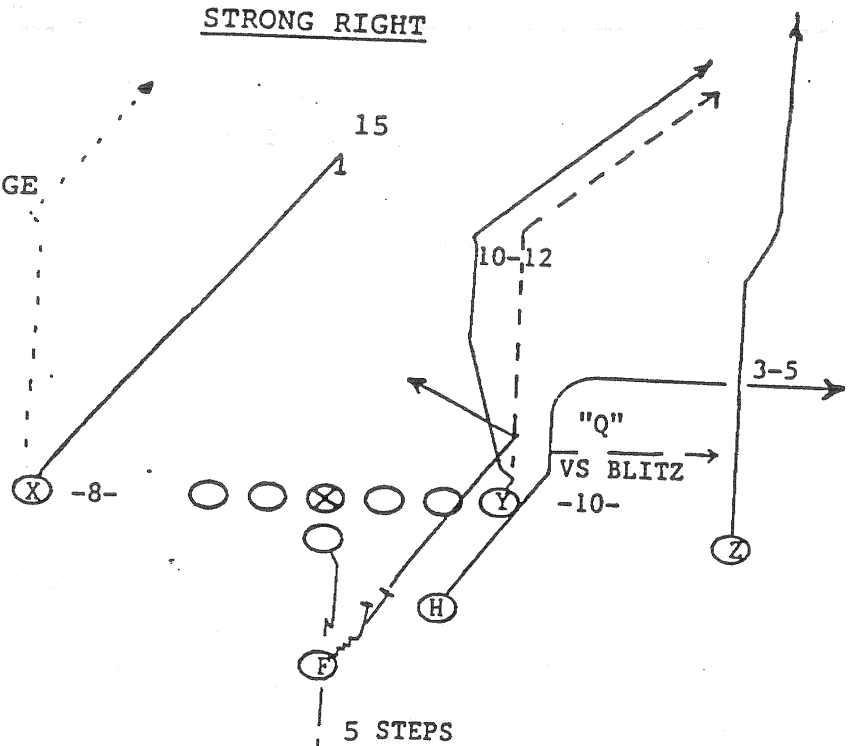
Q) Z-Y Seam Look

1) Z or Y Seam

2) H or X Seam

3) FB Smiley

NOTE: CAN CHANGE
X BACKSIDE
WEEK TO WEEK



AUDIBLE

Code: COBRA

Attack: Dart Astro Even (Odd) Cobra

NOTE: "DART" - Token run
fake to blocking back.
To be determined by
Game Plan

PROGRESSION

Q) HB Quick Flat

1) Z Streak

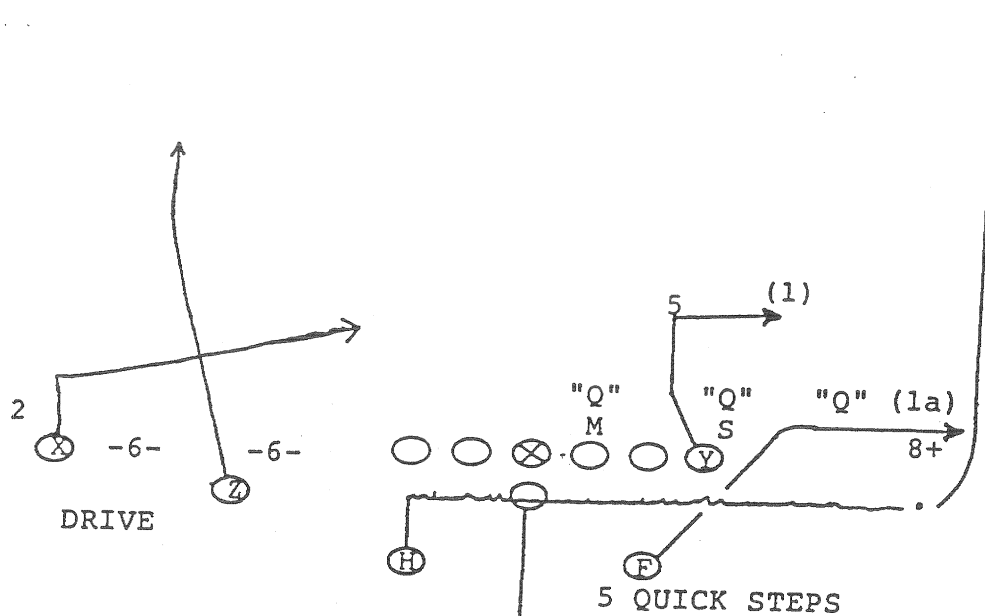
2) Y Corner

3) HB Flare

4) X Divot

5) FB Check Side

SPLIT RIGHT FLIP HUM RIGHT

AUDIBLE

CODE: Fast

ATTACK: 3 Astro Even (Odd) Fast

PROGRESSION

Q) FB Flat

1) Y Fast

1a) FB Flat

3) Drive Combination

(



PROGRESSION

OFFSIDE

ON SIDE

Q) HB Flat/Y Bang

Q) HB Flat

1) Z Skinny Post

1) X Stick

2) Y Bang

1a) HB Flat

3) FB Check Flat

3) Y Bang

4) FB Check Flat

•

1 - STRONG RIGHT FLIP HUM LEFT

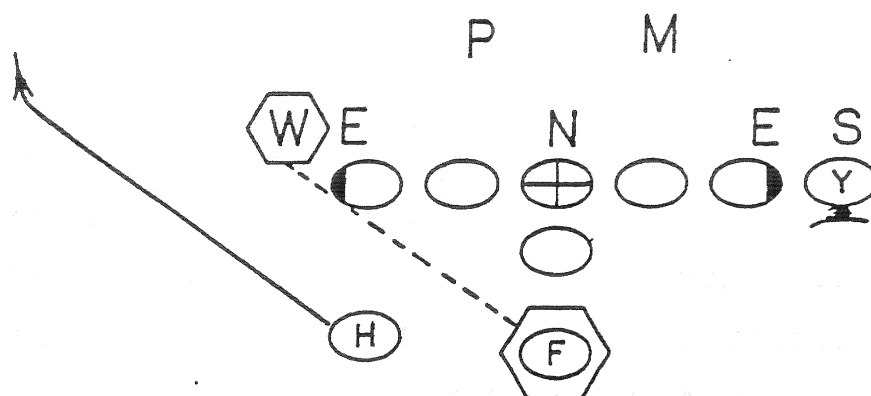


SEVENTY SERIES

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70-71 PROTECTION VS 4 MAN FRONTS	70-3C
76-77 PROTECTION VS 3 MAN FRONTS	70-4D
76-77 PROTECTION VS 4 MAN FRONTS	70-5E
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378 (379) SLANT HITCH	70-7
SHORT 78 (79) X SMASH	70-8

70 SERIES (Big on Big Principle)

This is a weak flow series where the back or backs go away from the Tight End or directional call.

1. Three, Five, or Seven step drop (QB will call "SHORT" to indicate five step drop).
2. Tight End will block on all 70's -- exception is 76/77.
3. HB Scat on 70/71; 76/77; 78/79.
4. FB Scat on 70/71 -- all other 70's check release.
5. On Scat Protections, Center; Guards; Tackles will have a double read on 3 man line fronts. Center - "COLLIE"; Guards - "MOLLY"; Tackles - "TROLLY". Right Side "MOLLIES" on 1-2-6 while Left Side "MOLLIES" on 0-3-7.
6. 78-79 - Solid Protection - 7 Man Protection -- FB - Check release; "Y" Slow! (Ralph or Lester). Weak Only.
7. 74-75 -- Maximum Protection -- 8 Man Protection -- Tight End "Slow" with fullback blocking for the FS or #4 to weak side!

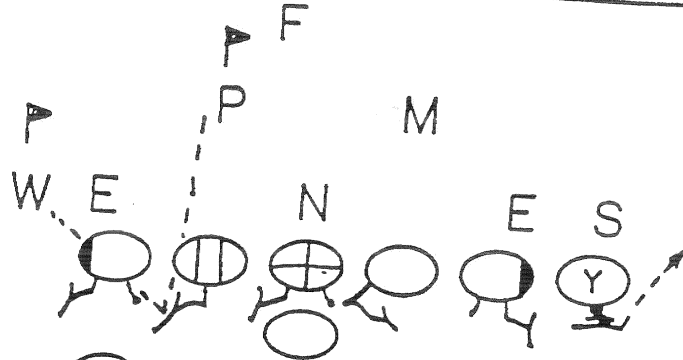
C

C

ATTACK: ANNIE
EVEN (ODD)

34

3 MAN FRONTS

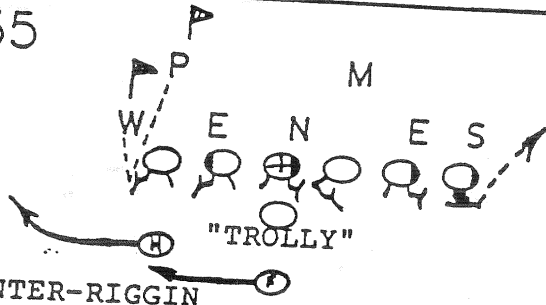


"MOLLY"

Z

35

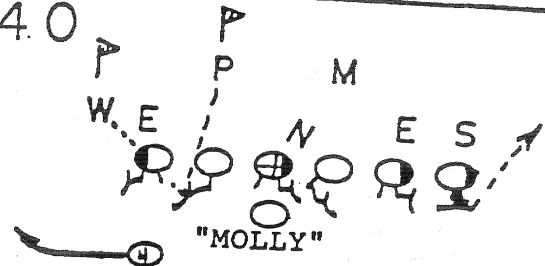
CENTER-ODD-RIGGIN



CENTER-RIGGIN

34.0

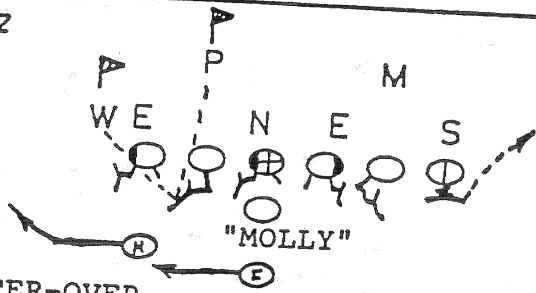
CENTER-ODD-RIGGIN



"MOLLY"

37

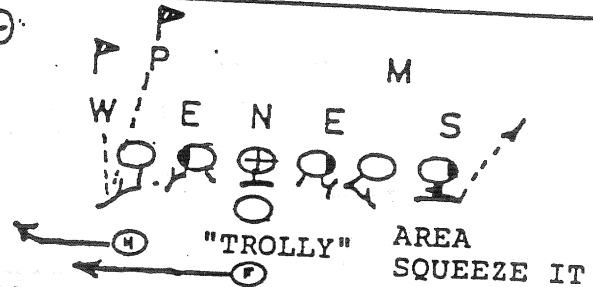
CENTER-OVER



"MOLLY"

39

LT-TROLLY - CENTER-TRIPLE-MIDDLE



"TROLLY"

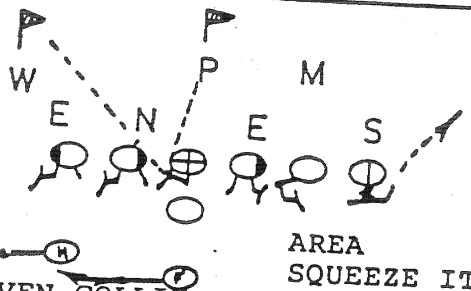
AREA
SQUEEZE IT

36

MIDDLE

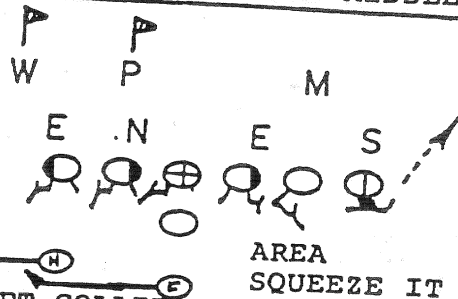
36
WEAK

CENTER-LEFT-COLLIE



CENTER-EVEN-COLLIE

AREA
SQUEEZE IT



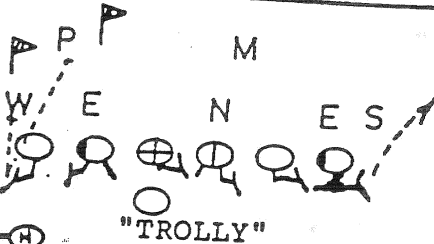
AREA
SQUEEZE IT

38 STR.

38

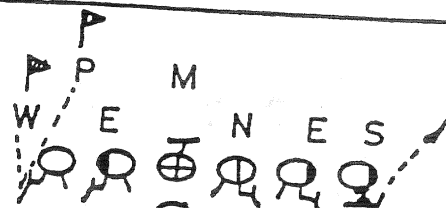
MIDDLE

CENTER-EVEN-MIDDLE

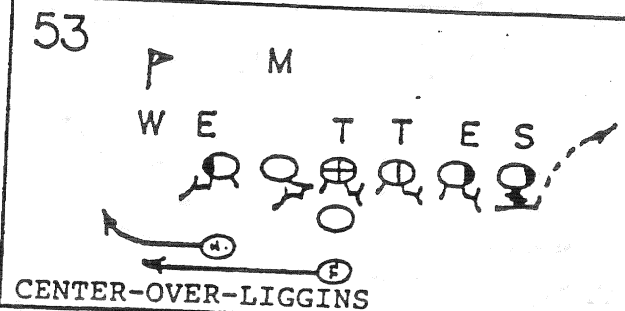
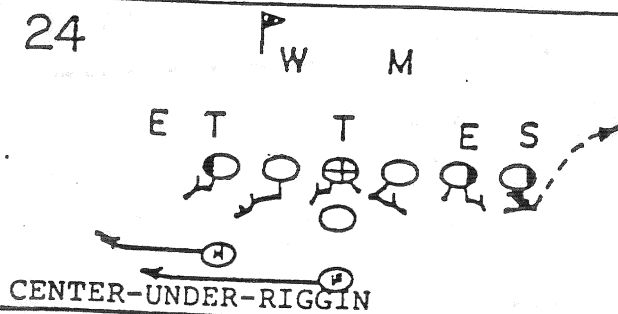
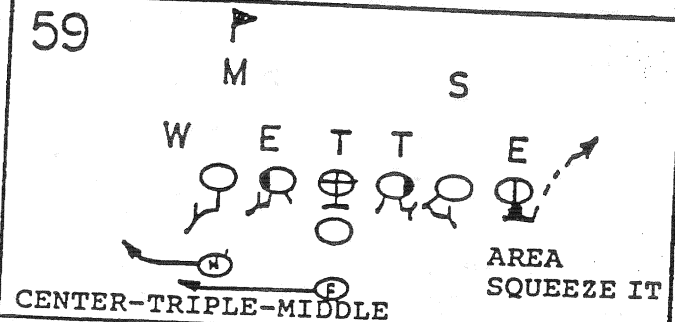
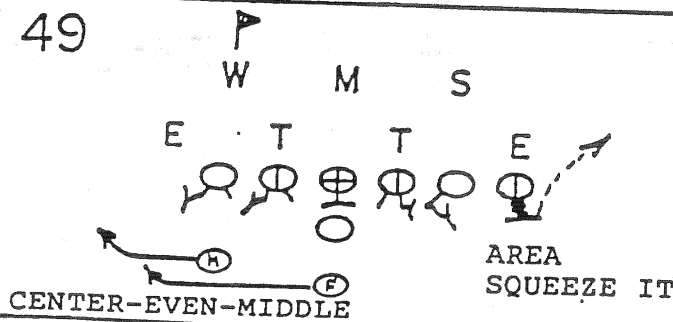
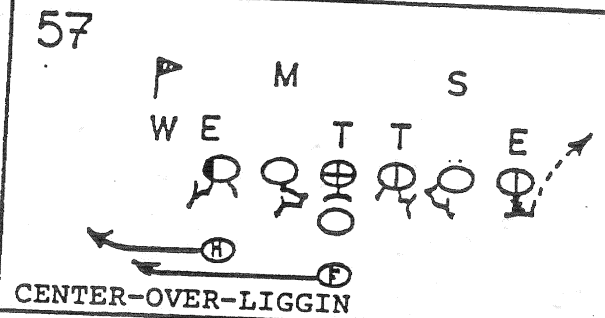
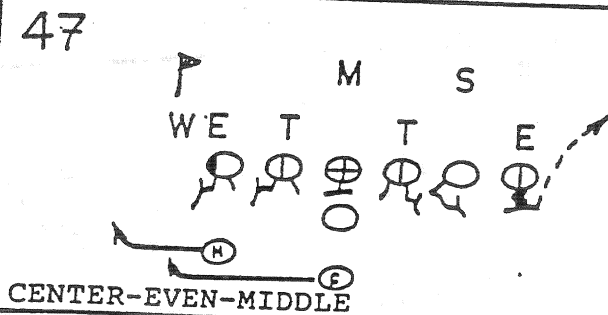
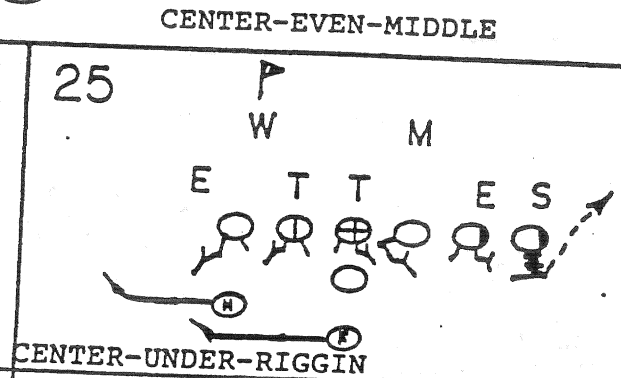
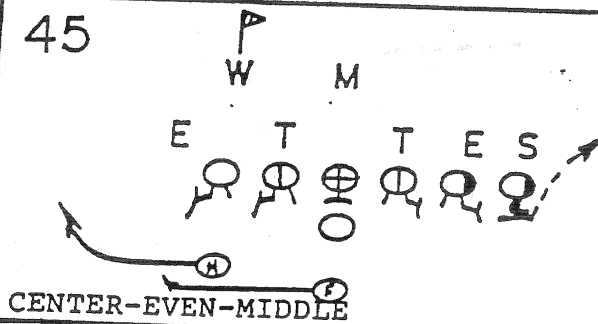
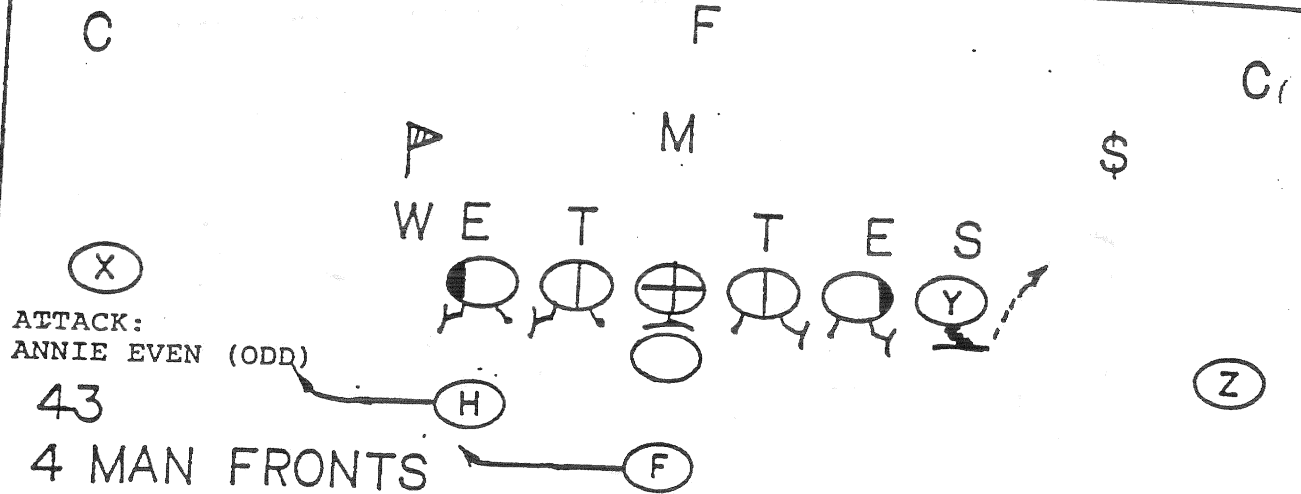


"TROLLY"

CENTER-RIGHT



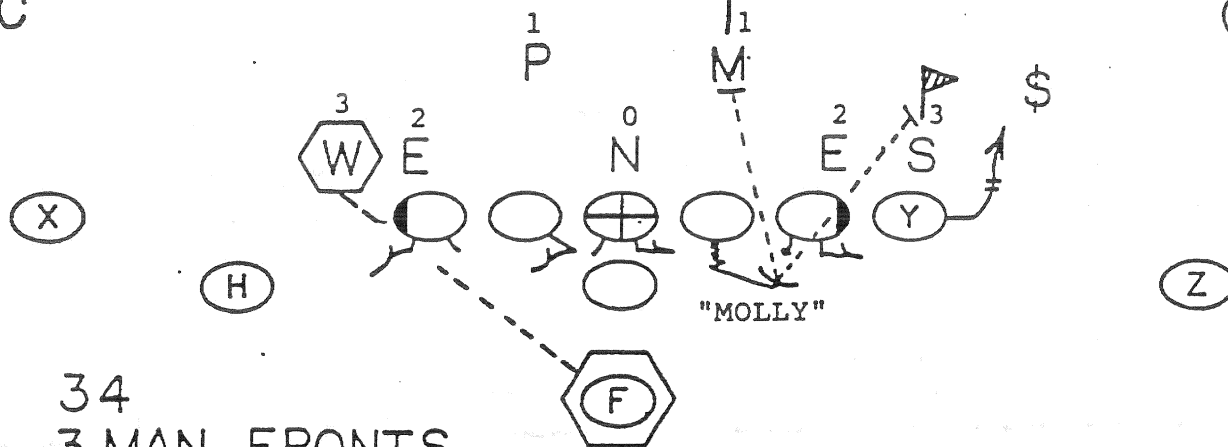
"TROLLY"



C

F

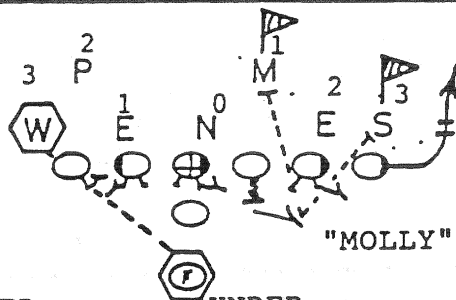
C



34
3 MAN FRONTS

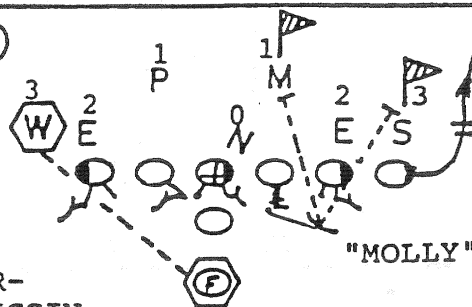
CENTER - ODD - LIGGIN

35



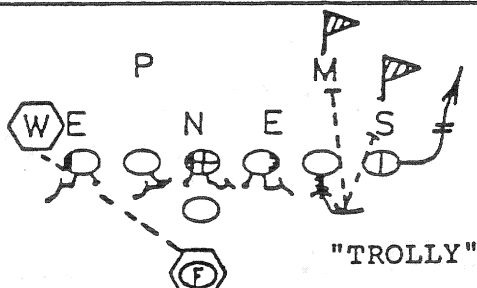
CENTER - UNDER

34 0



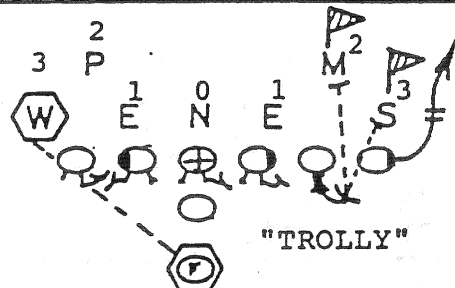
CENTER-
ODD-LIGGIN

37



C CENTER-
OVER-LIGGIN

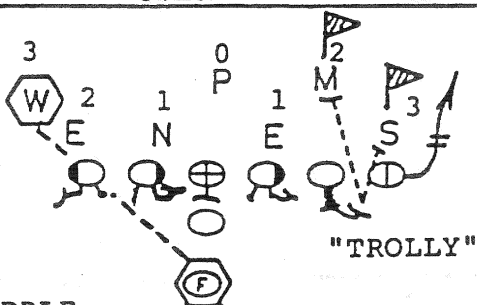
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CENTER-TRIPLE-MIDDLE

36

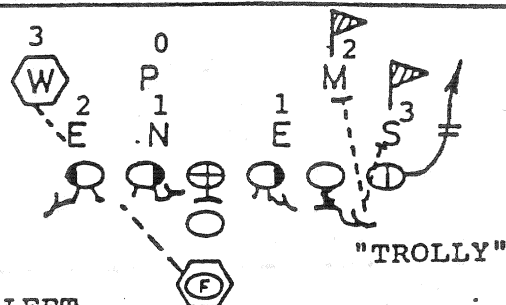
MIDDLE



CENTER-
EVEN-MIDDLE

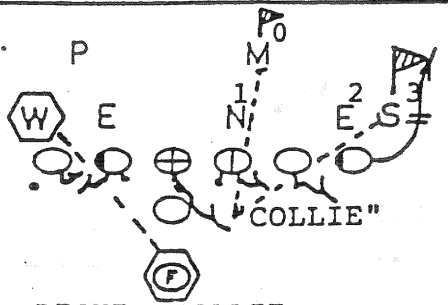
36

WEAK



CENTER-LEFT

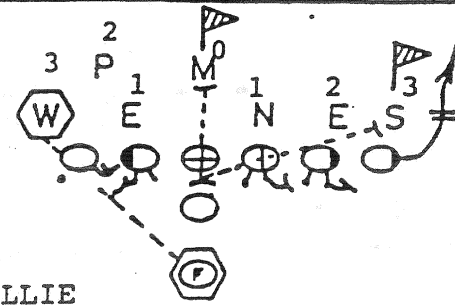
38 STR.



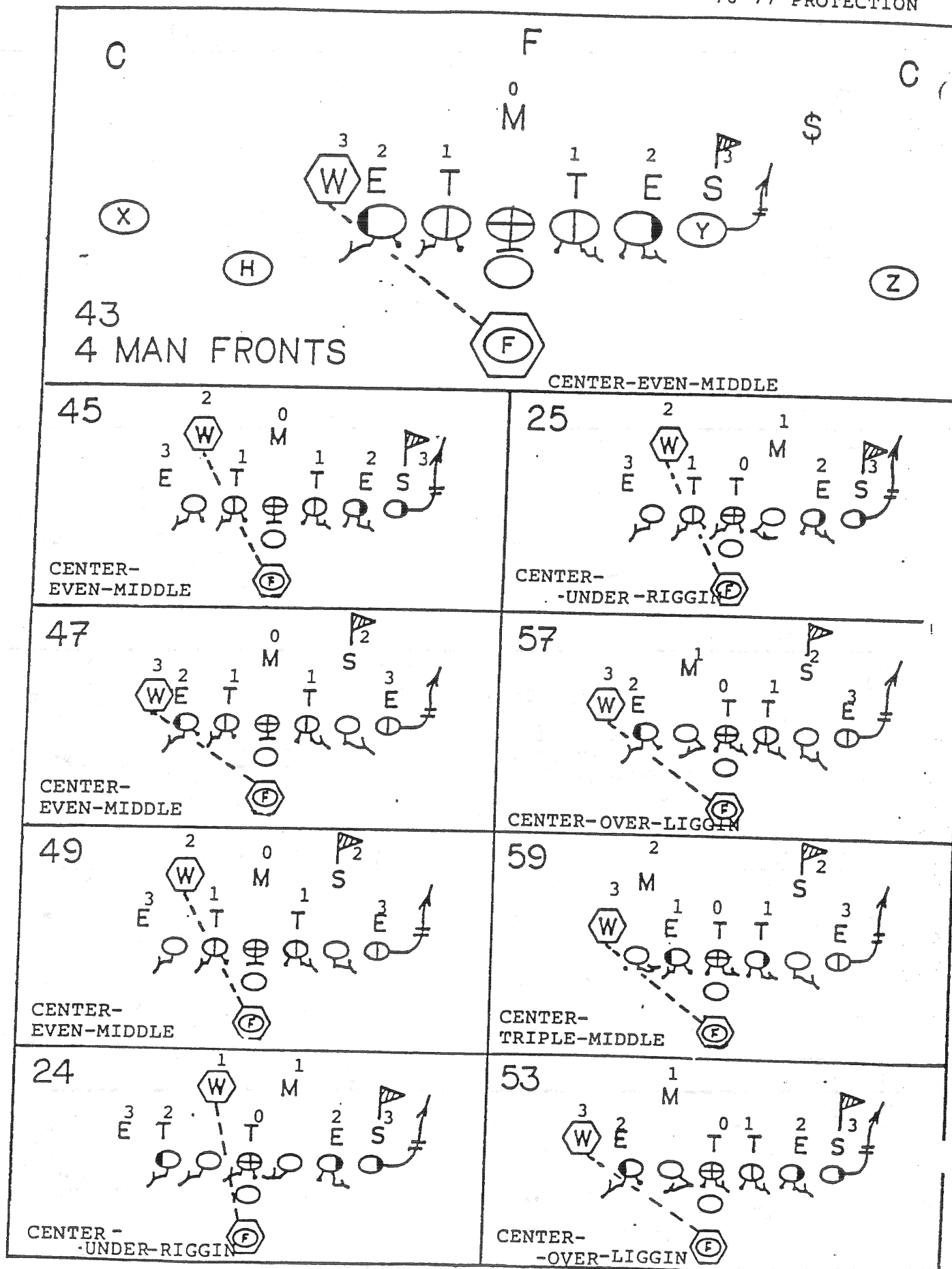
CENTER RIGHT -COLLIE

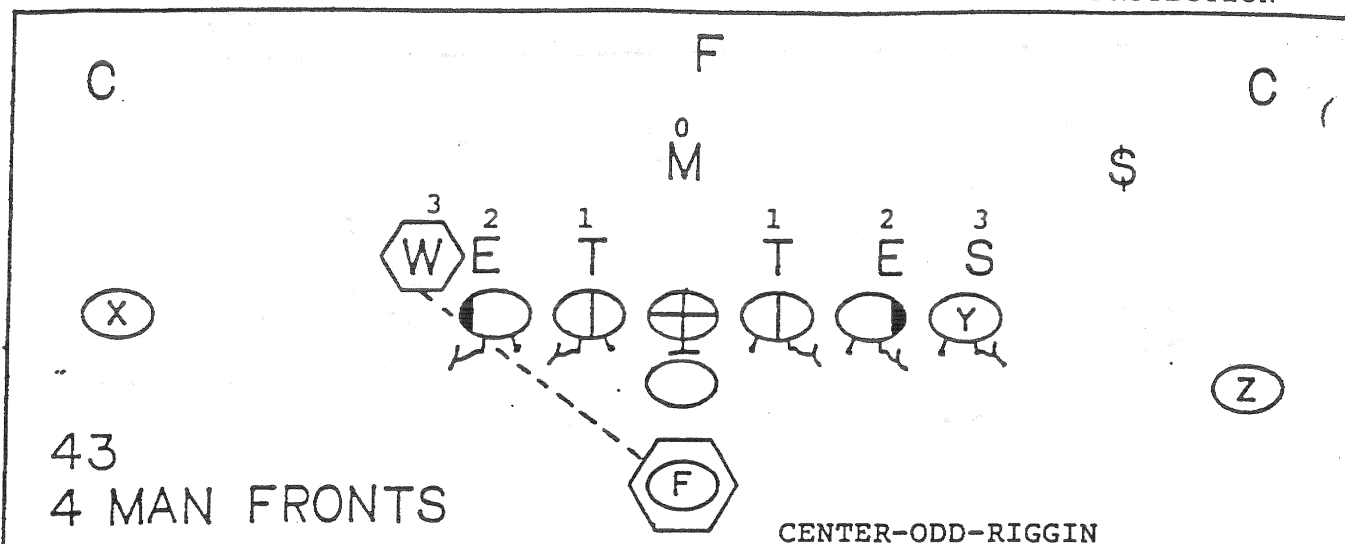
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MIDDLE

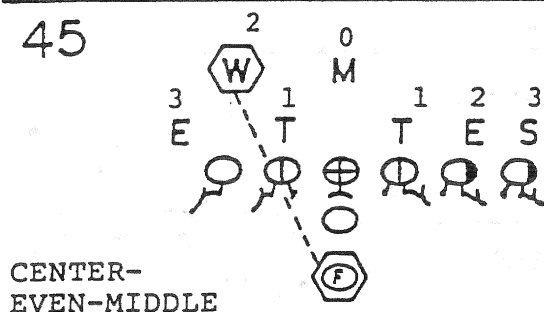


CENTER-
EVEN-COLLIE

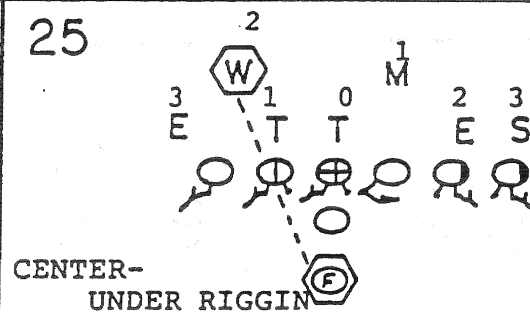




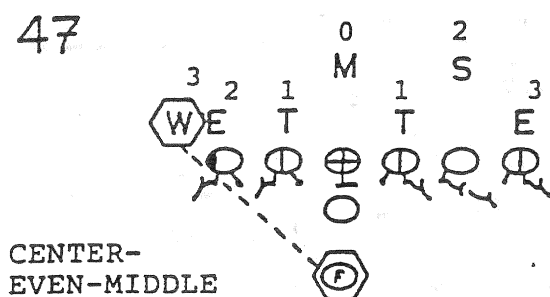
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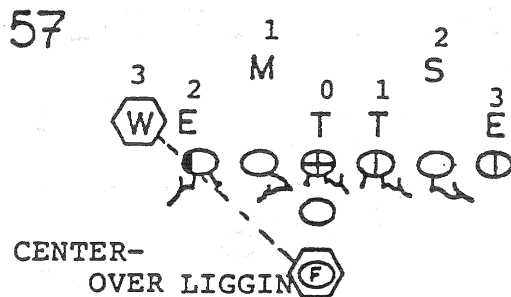
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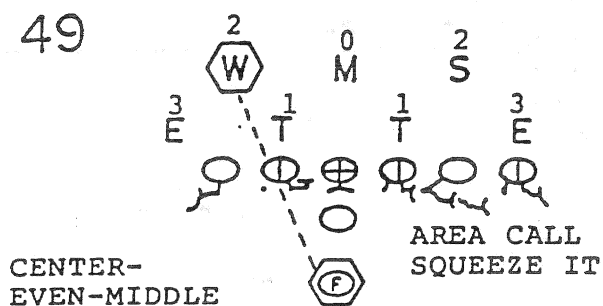
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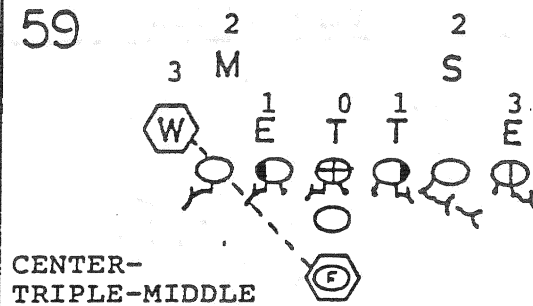
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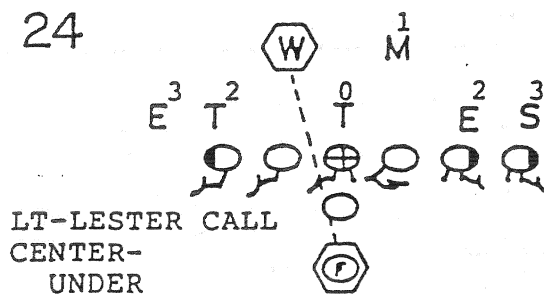
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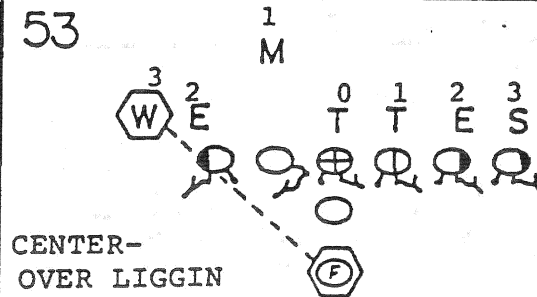
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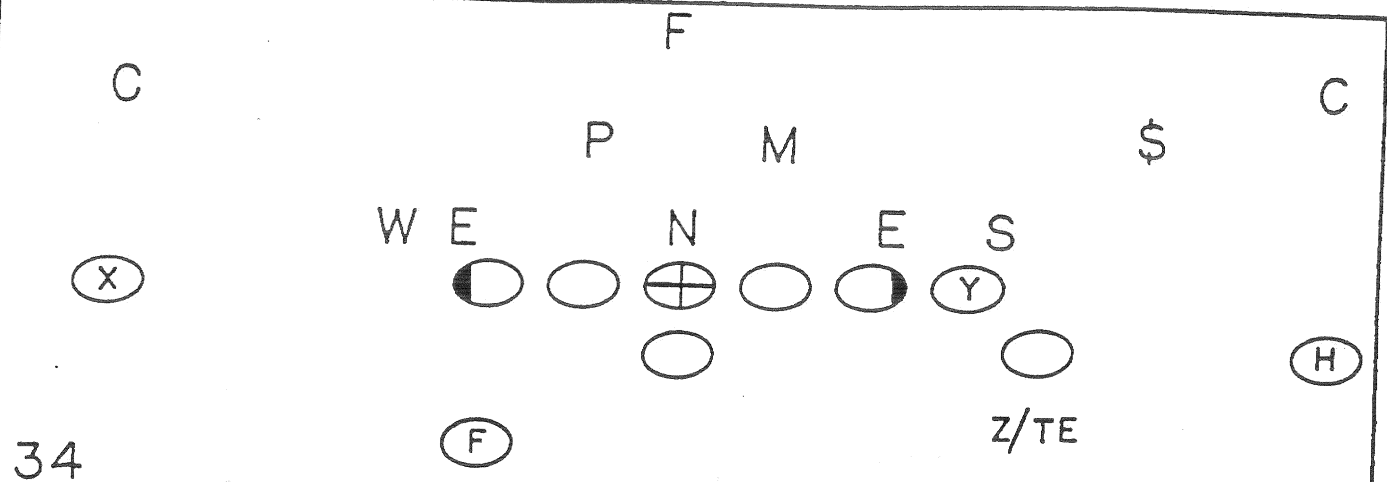


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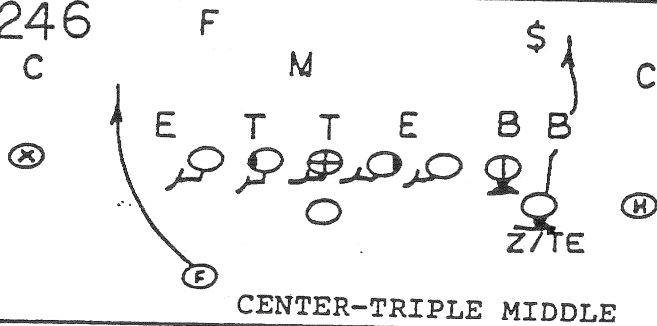


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246



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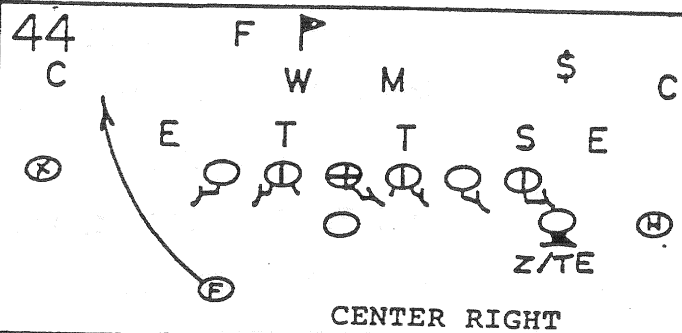
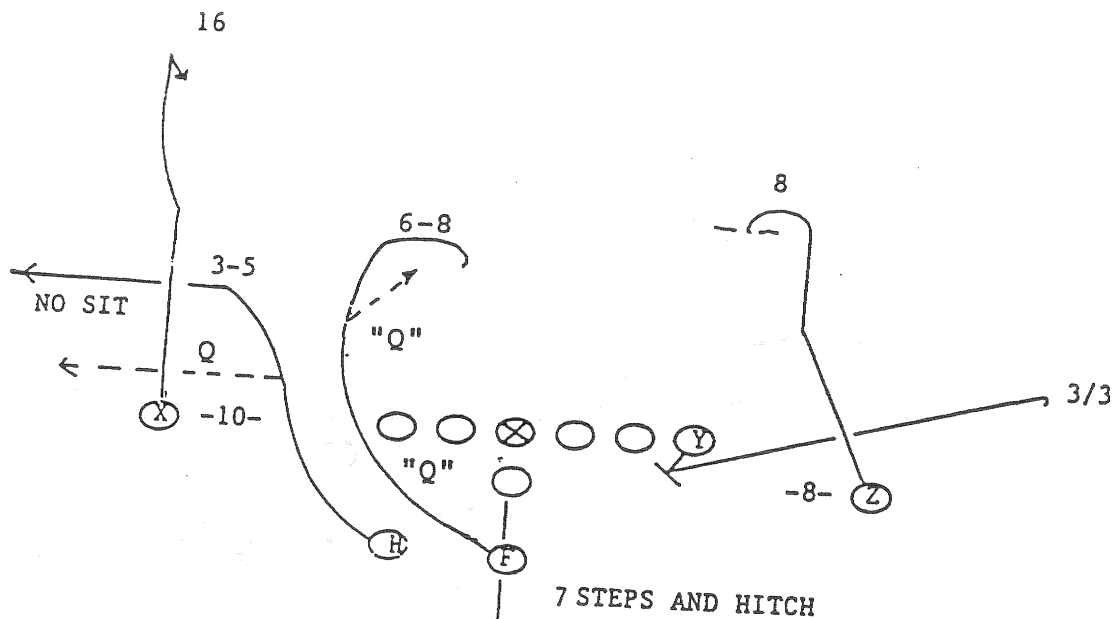


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76 (77) X SHALLOW CROSS	70-6
378 (379) SLANT HITCH	70-7
SHORT 78 (79) X SMASH	70-8

WEAK RIGHTAUDIBLE

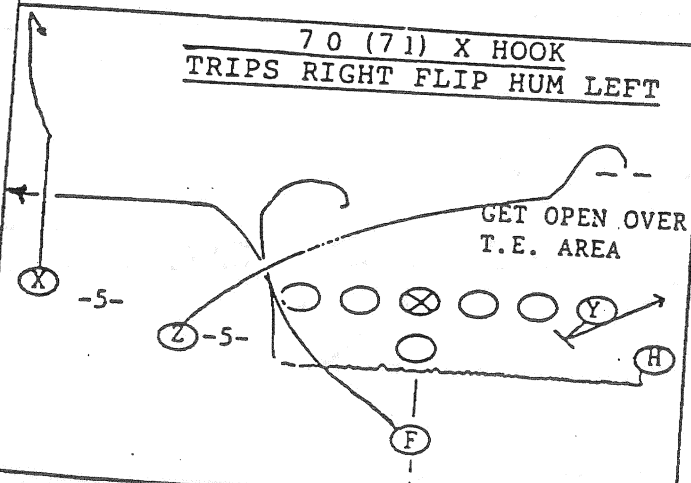
Code: FISH

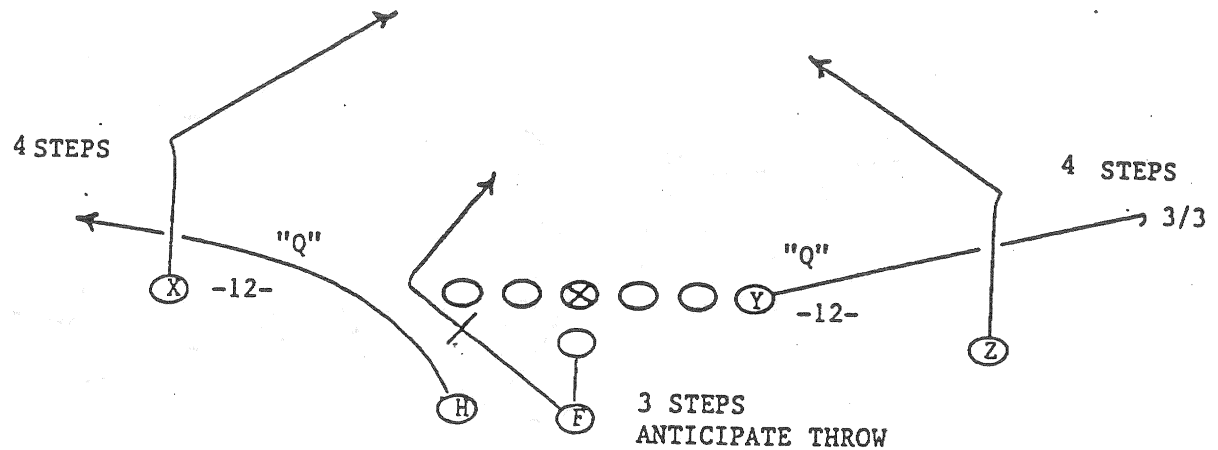
Attack: Annie Even (Odd) Fish

PROGRESSION

- 1) X Hook
- 2) HB Flare
- 3) FB Stack
- 4) Z Get Open
- 5) Y Check Drag

70 (71) X HOOK
TRIPS RIGHT FLIP HUM LEFT

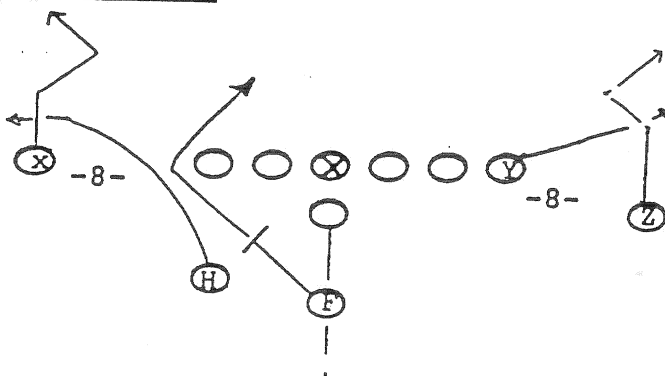
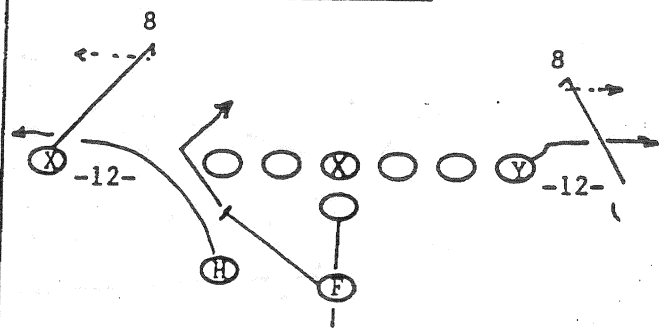


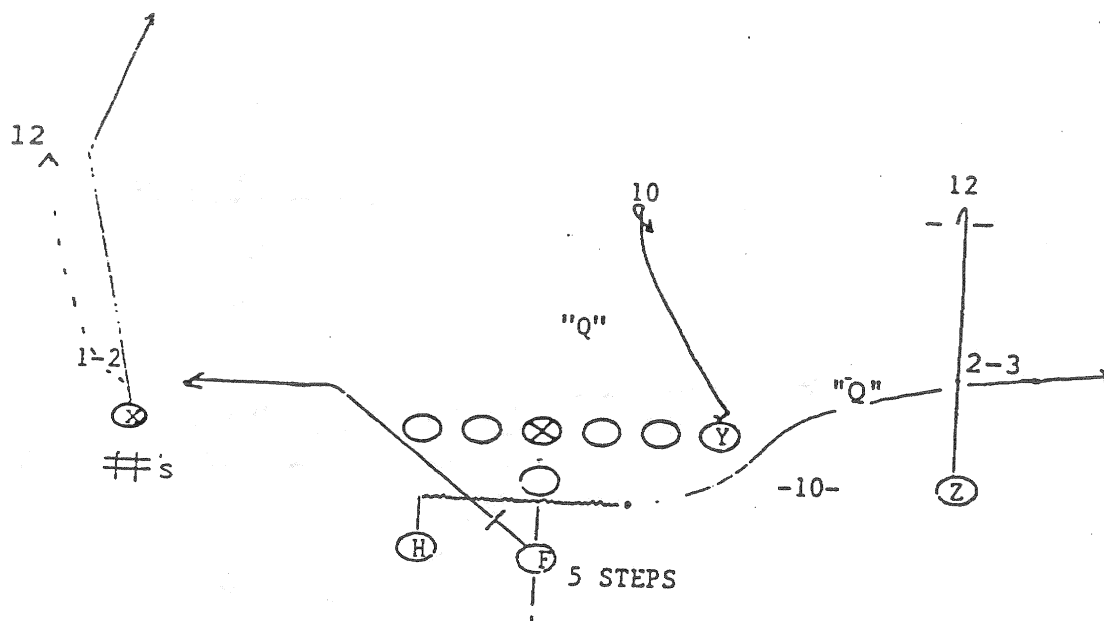
WEAK RIGHTAUDIBLE

Code: TWIN DRAGON

Attack: 3 Debbie Even (Odd)
Twin Dragon"PICK A SIDE"NOTE: Good audible vs suspected
SS blitzNOTE: After picking a side,
stay with it.PROGRESSION

- Q) Y Drag/HB Drag
- 1) Z Slant/X Slant
- 2) Y Drag/HB Drag
- 3) FB Check Arc

376 TWIN DRAG SHAKE
WEAK RIGHT

SHORT 76 TWIN DRAG PIVOT
WEAK RIGHT


WEAK RIGHT HUM RIGHTAUDIBLE

Code: FLAT

Attack: Short Debbie Even
(Odd) FlatPROGRESSIONOFFSIDE

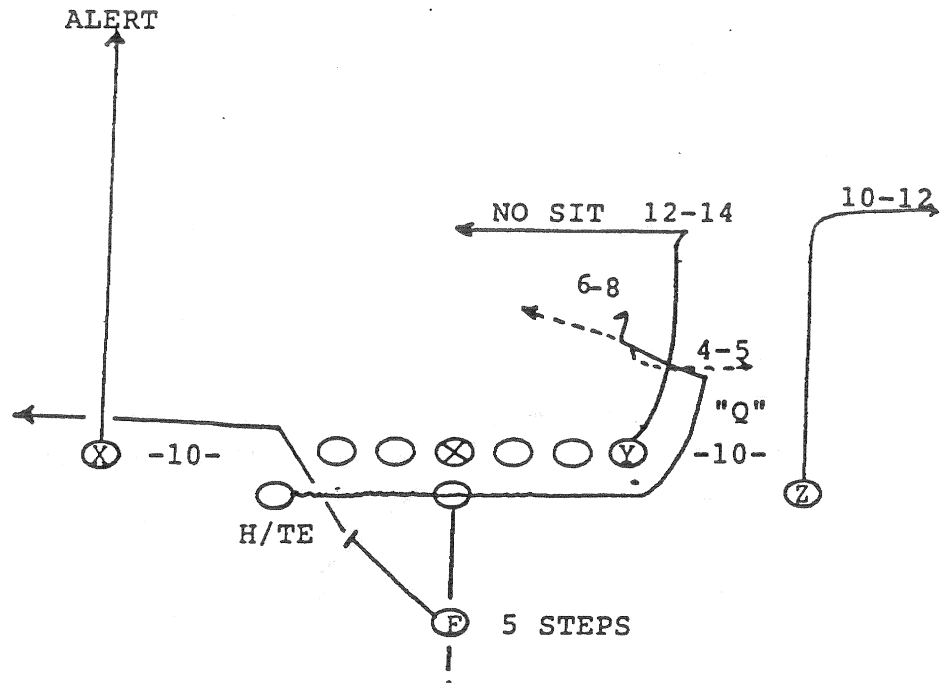
- Q) HB Flat/TE Looky
 1) X Skinny Post
 2) Y Bang
 3) HB Check Flat

ONside

- Q) HB Flat/TE Look
 1) Z Stick
 2) HB Flat
 3) Y Bang
 4) FB Check Flat

NOTE: Motion to flat = Snap point at
the B Gap.

DOUBLE RIGHT MARK RIGHT

AUDIBLE

CODE: Joker

ATTACK: Debbie Even (Odd)
Joker

Y - Must get outside release

NOTE: Guard still responsible
to MollyPROGRESSION

Q) Joker

1) Z Okie

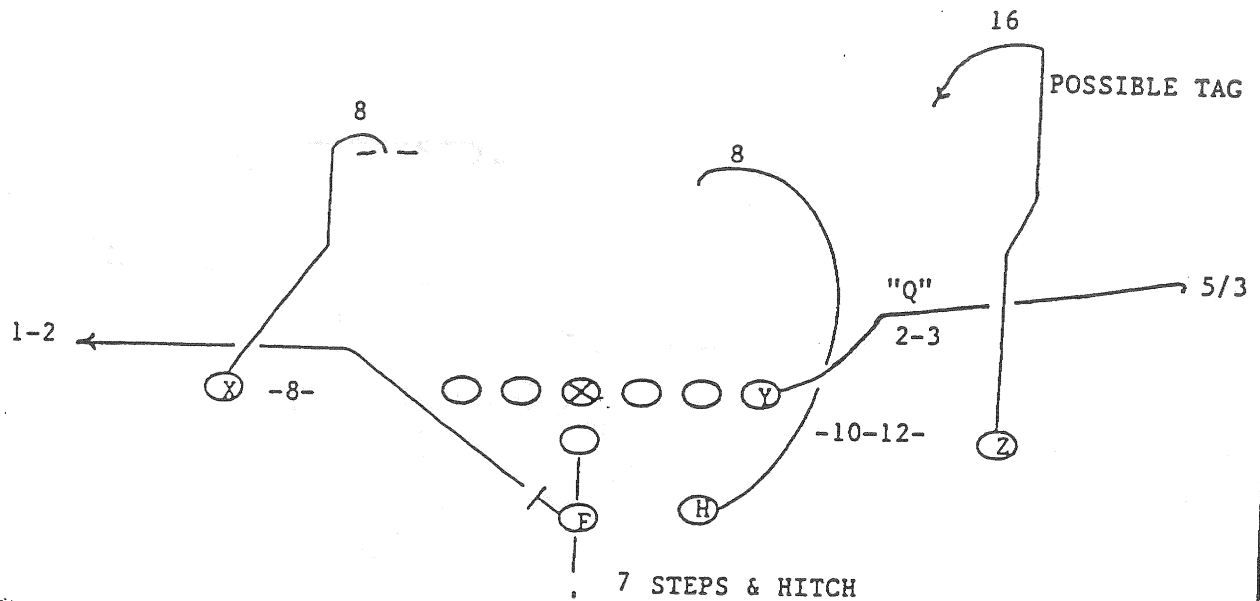
2) H/TE Joker

3) Y Cross

4) FB Check Flat

X Be alert on Streak

STRONG RIGHT



AUDIBLE

Code: DRUNK

Attack: Debbie Even (Odd)
Drunk

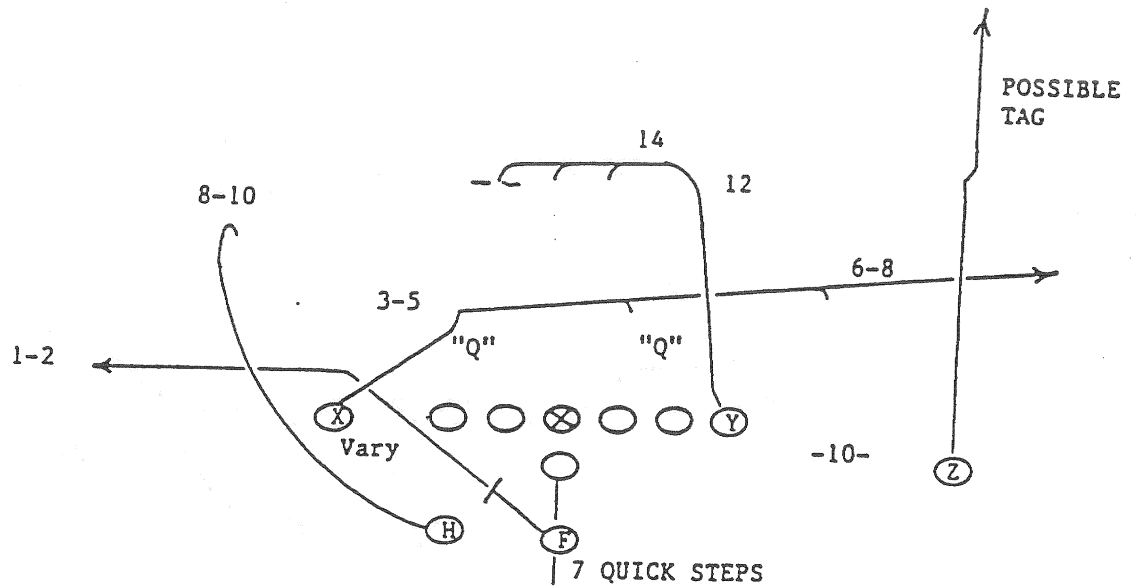
Virtually same play as 70-71
X-Hook, but to strong side of
formation.

PROGRESSION

- Q) Y Drag
- 1) Z Hook
- 2) Y Drag
- 3) HB Stack
- 4) X Get Open
- 5) FB Check Flat

NOTE: X or Z Tag
Becomes No. 1

WEAK RIGHT



AUDIBLE

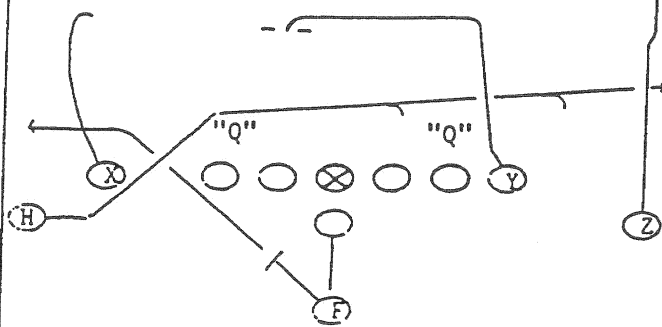
Code: EXIT

Attack: Debbie Even (Odd) Exit

PROGRESSION

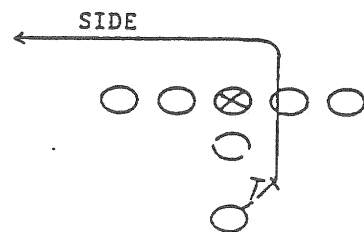
- Q) Y Lookie/X Shallow Cross
- 1) Z Streak
- 2) X Shallow Cross
- 3) Y G Cross
- 4) HB Stop
- 5) FB Check Flat

76 (77) HB SHALLOW CROSS
FAR DOUBLE WING RIGHT HUM SHORT



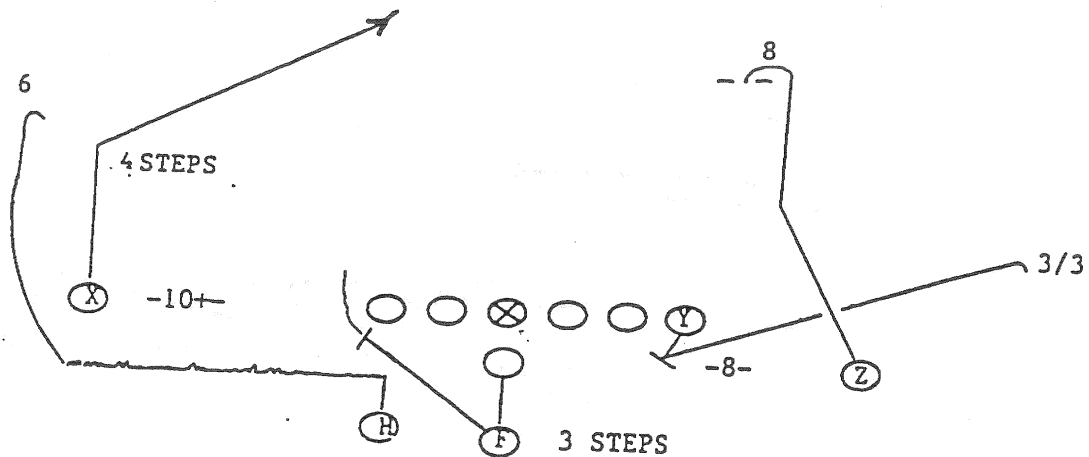
X AND HB CHANGE ASSIGNMENTS

CHECK "60"



378 (379) X SLANT HITCH

WEAK RIGHT HUM LEFT



AUDIBLE

Code: SLASHER

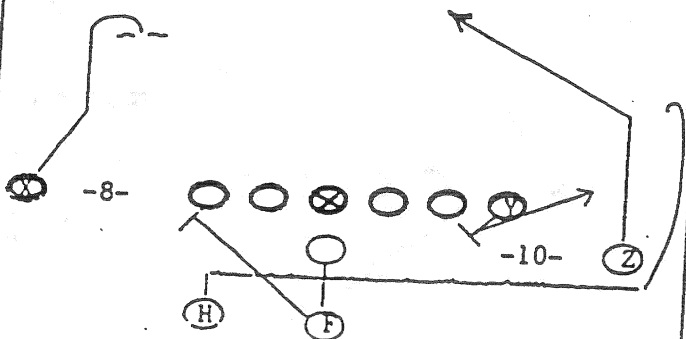
Attack: 3 Ellie Even (Odd) Slasher

NOTE: Can be run from
368 (369) protection

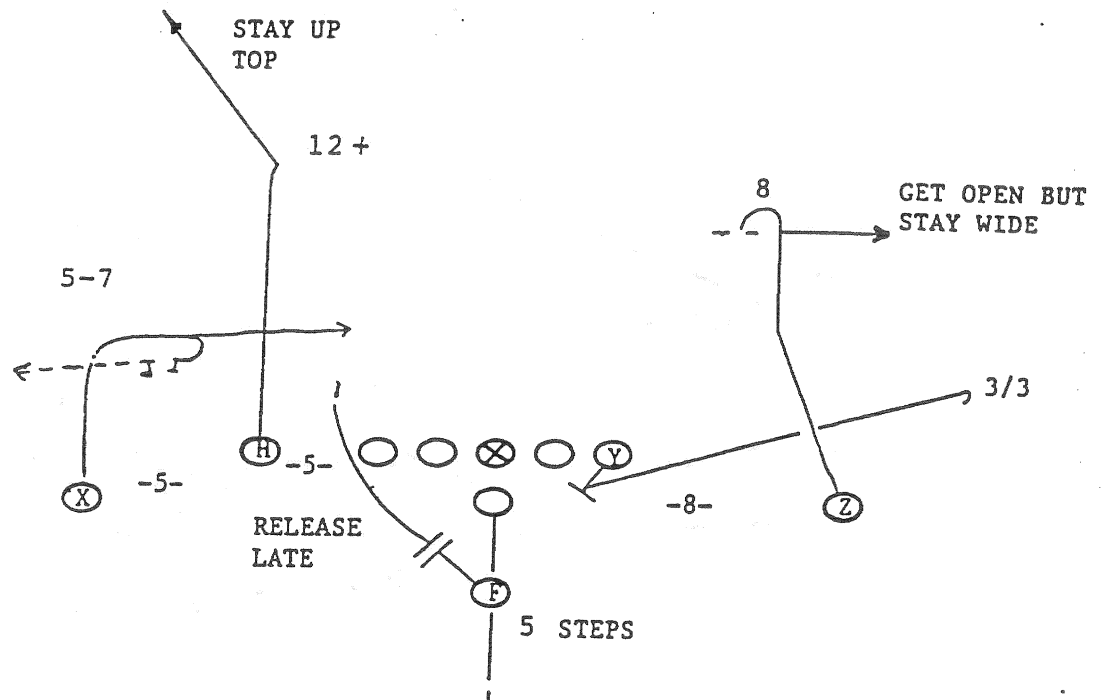
PROGRESSION

- 1) X Slant
- 2) HB Hitch
- 3) Z Get Open
- 4) Y Check Drag
- 5) FB Check Slip

378 (379) Z SLANT HITCH WEAK RIGHT HUM RIGHT



DOUBLE WING RIGHT



AUDIBLE

Code: EXIT SMASH
Attack: Ellie Even (Odd)
Exit Smash

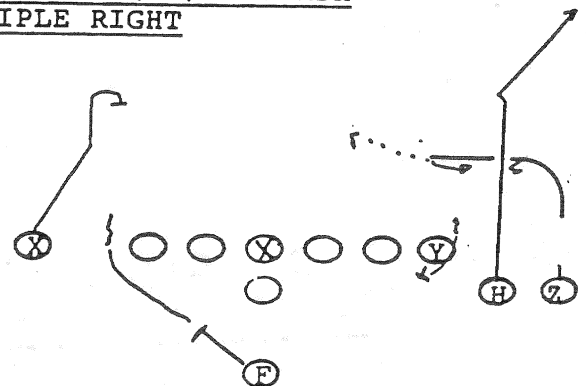
PROGRESSION

MAN

ZONE

- | | |
|-----------------|-----------------|
| 1) HB Corner | 1) X Smash |
| 2) X Smash | 2) Z Get Open |
| 3) Z Get Open | 3) Y Check Drag |
| 4) Y Check Drag | 4) FB Late Slip |
| 5) FB Late Slip | |

SHORT 78 (79) Z SMASH
TRIPLE RIGHT

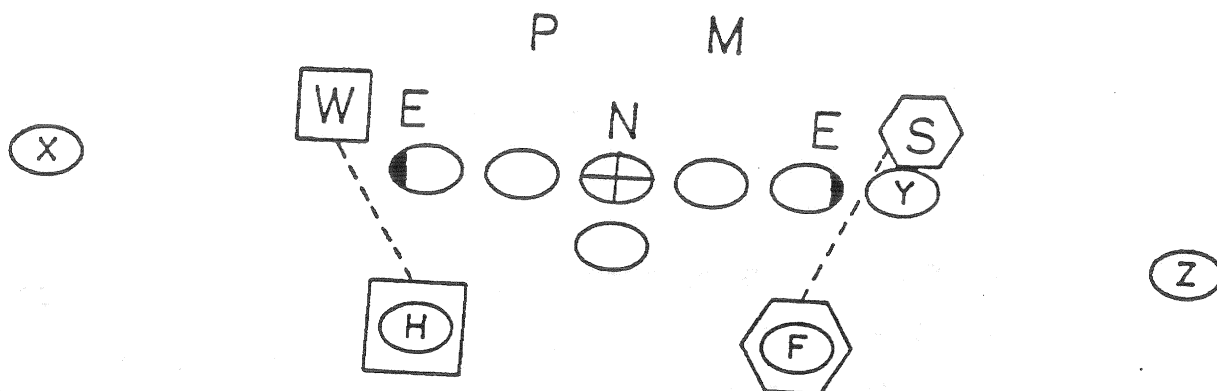


EIGHTY SERIES

<u>PLAY</u>	<u>PAGE</u>
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80-81 PROTECTION VS 3 MAN FRONTS	80-2B
80-81 PROTECTION VS 4 MAN FRONTS	80-3C
82-83 PROTECTION VS 3 MAN FRONTS	80-4D
82-83 PROTECTION VS 4 MAN FRONTS	80-5E
84-85 PROTECTION VS 3 MAN FRONTS	80-6F
84-85 PROTECTION VS 4 MAN FRONTS	80-7G

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(385) QUICK OKIE	80-2
SHORT 84 (85) OKIE	80-3
84 (85) COMEBACK	80-4

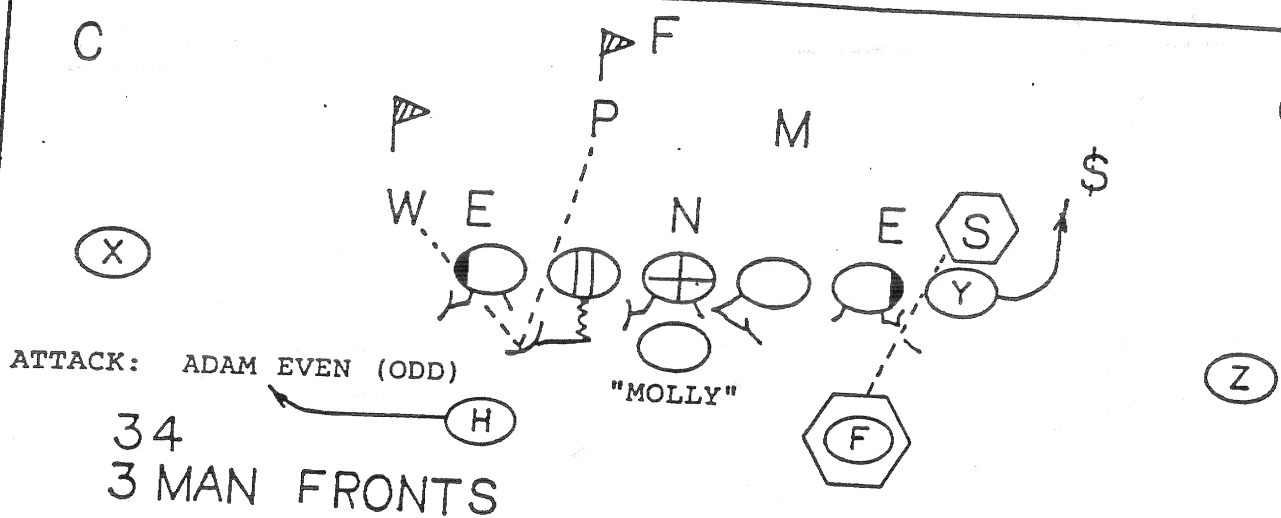
80 SERIES

This is a split flow series where the HB flows weak side and FB flows strong side.

1. Five or seven step drop (QB will call "SHORT" to indicate a 5 Step Drop).
2. 80/81 HB Scat.
3. 82/83 FB Scat.
4. On Scat Protections, Center, Guards, Tackles will have a double read on 3 man line fronts! Center - "COLLIE", Guards - "MOLLY", Tackles - "TROLLY". Right Side "MOLLIES" on 1-2-6 while Left Side "MOLLIES" on 0-3-7!
5. NEVER fan away from a "MOLLY"!
6. 84-85 - Solid Protection - 7 Man Protection -- FB and HB check release. Ralph/Lester Strong or Weak.
7. 88-89 -- MAXIMUM PROTECTION - 8 MAN PROTECTION -- Tight End "Slow" with fullback looking for #4!

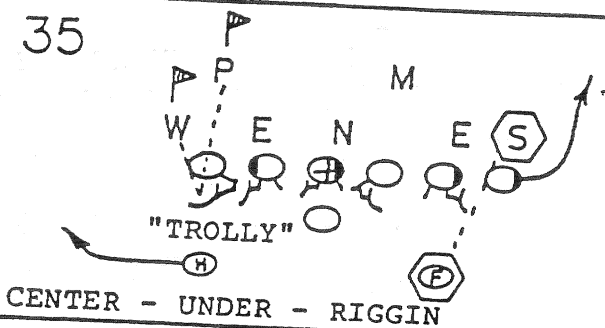
C

C

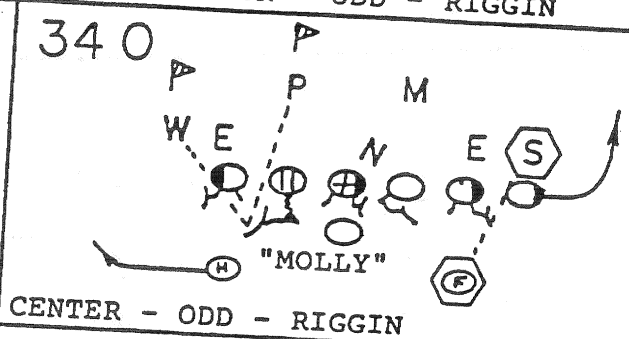


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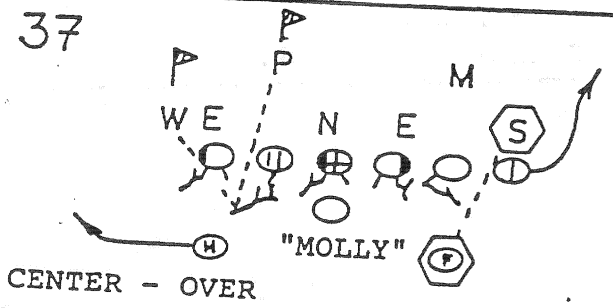
CENTER - ODD - RIGGIN



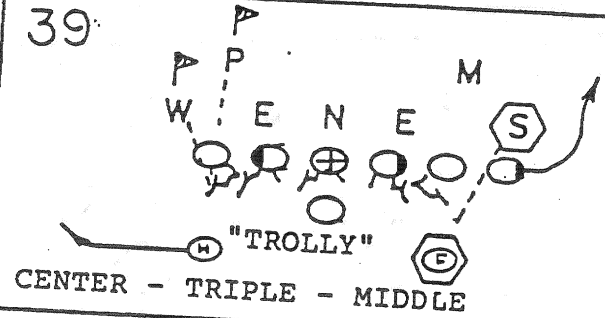
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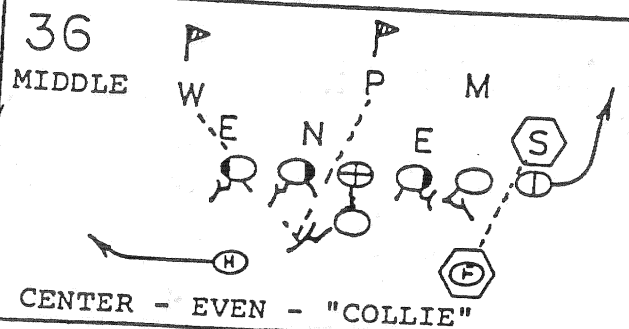
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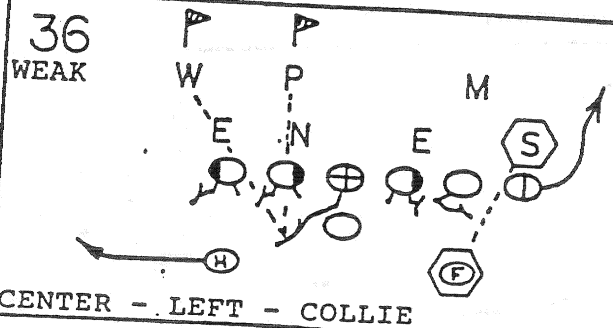
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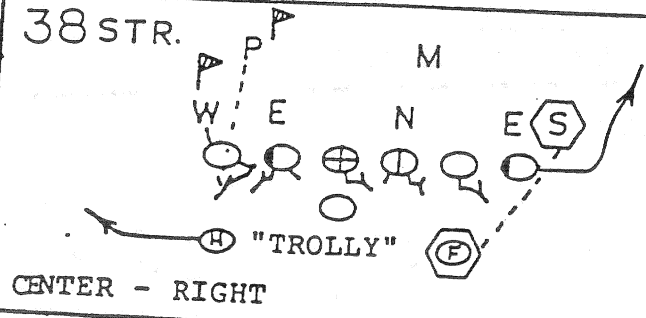
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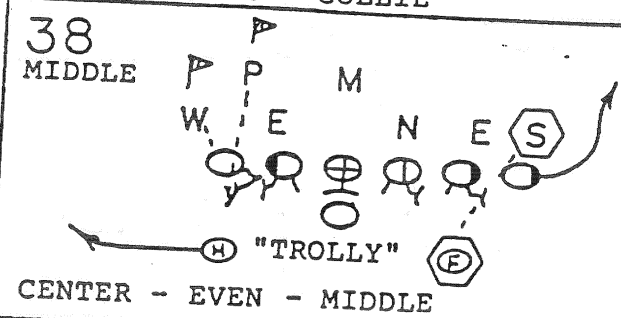
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38 STR.



38



C

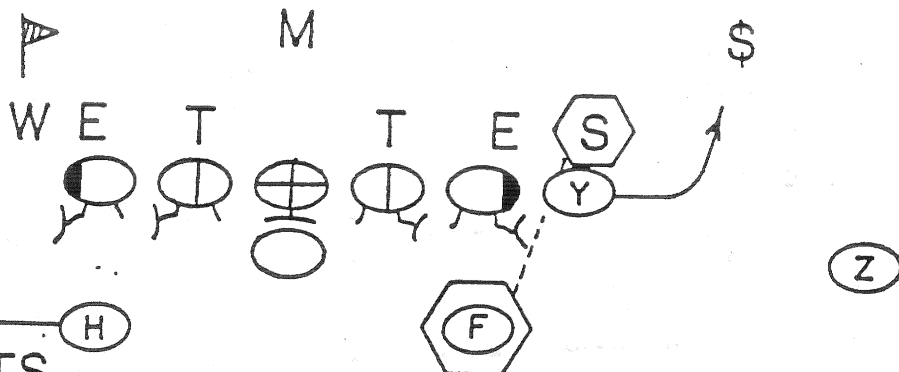
F

C

ATTACK: ADAM
EVEN (ODD)

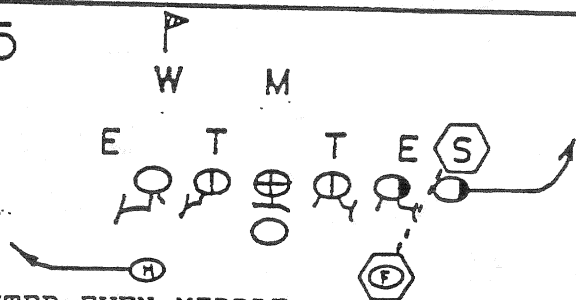
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4 MAN FRONTS



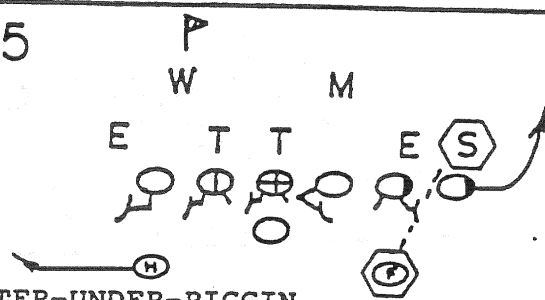
CENTER-EVEN-MIDDLE

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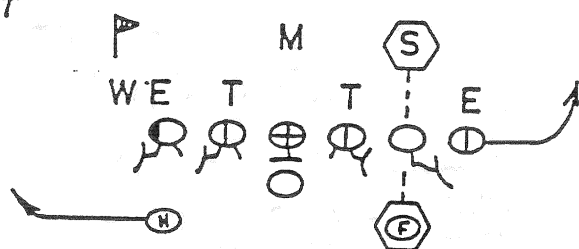
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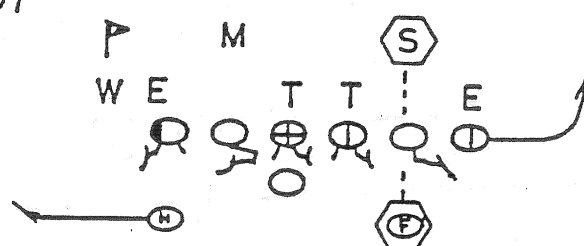
CENTER-UNDER-RIGGIN

47



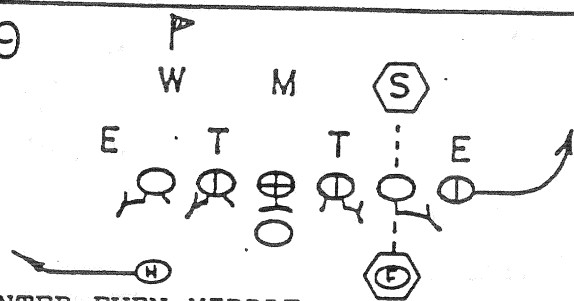
CENTER-EVEN-MIDDLE

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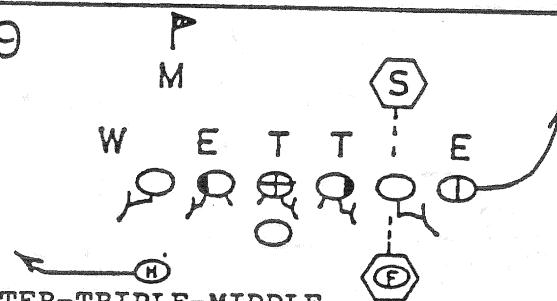
CENTER-OVER-LIGGIN

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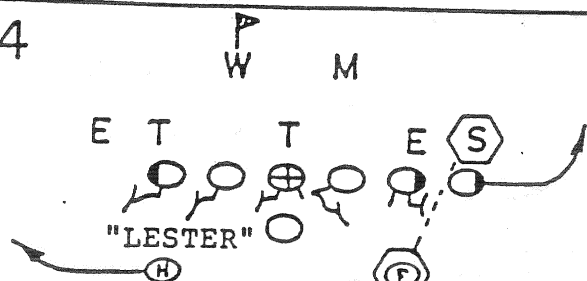
CENTER-EVEN-MIDDLE

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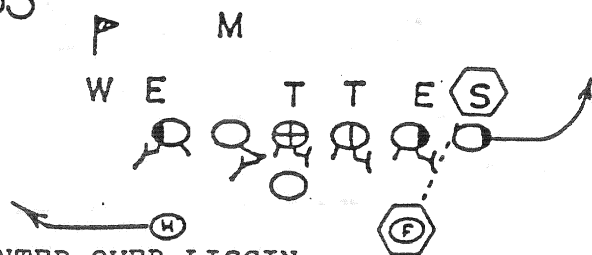
CENTER-TRIPLE-MIDDLE

24

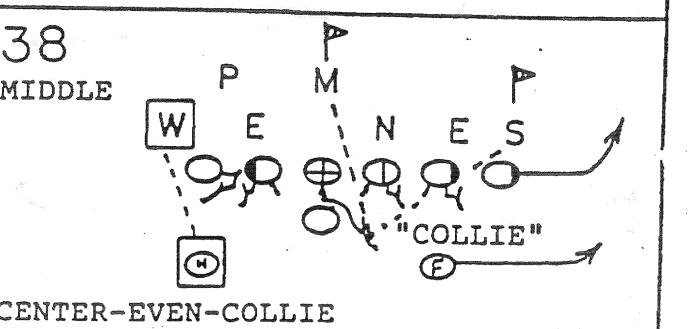
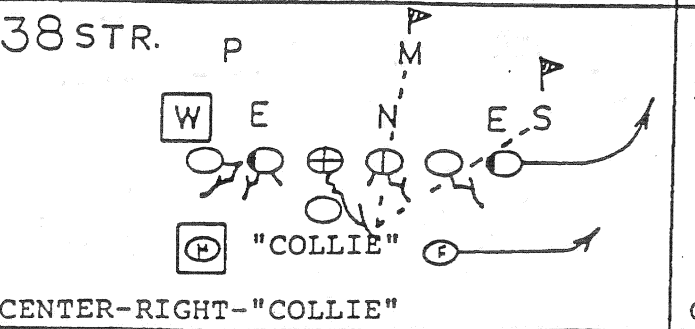
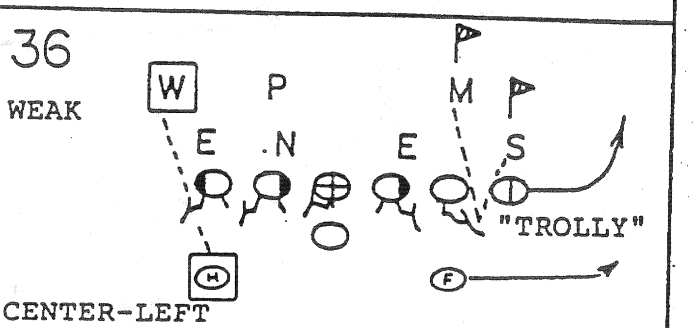
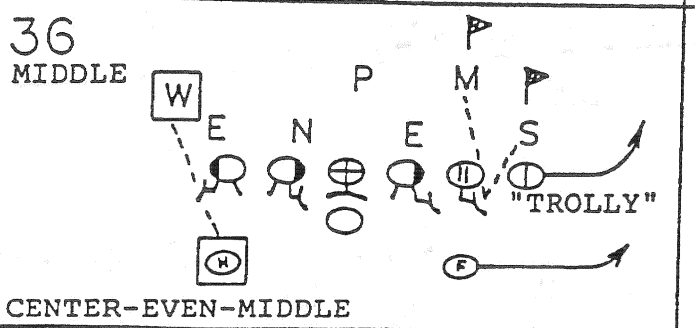
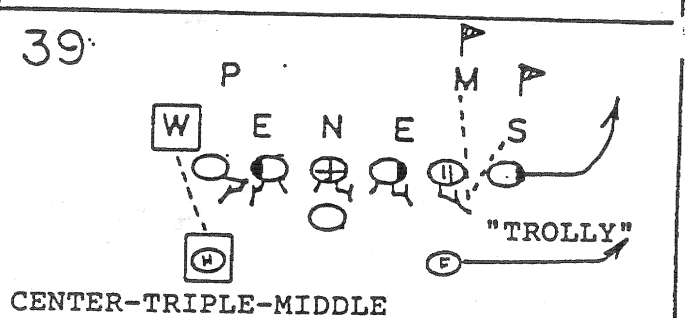
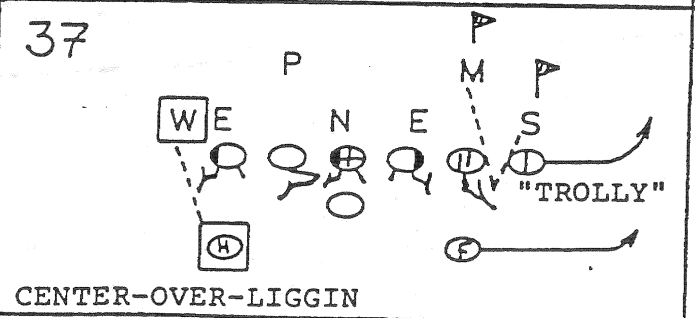
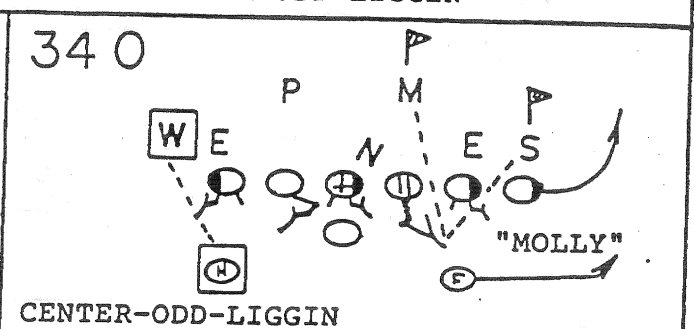
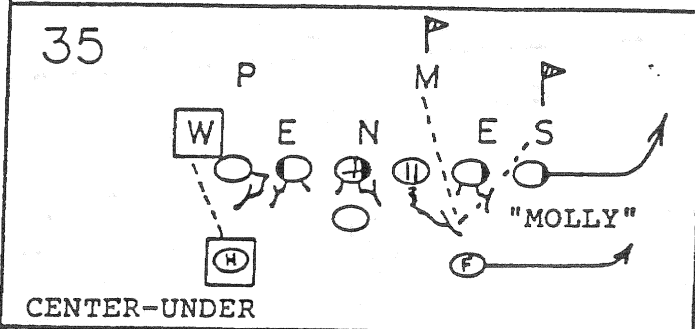
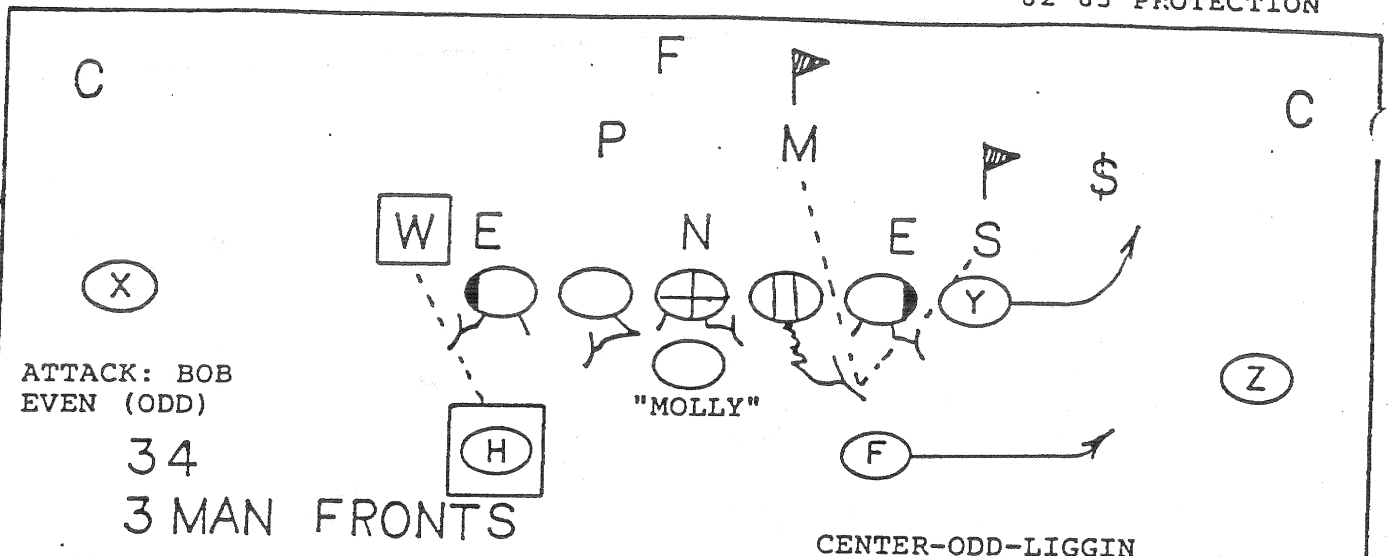


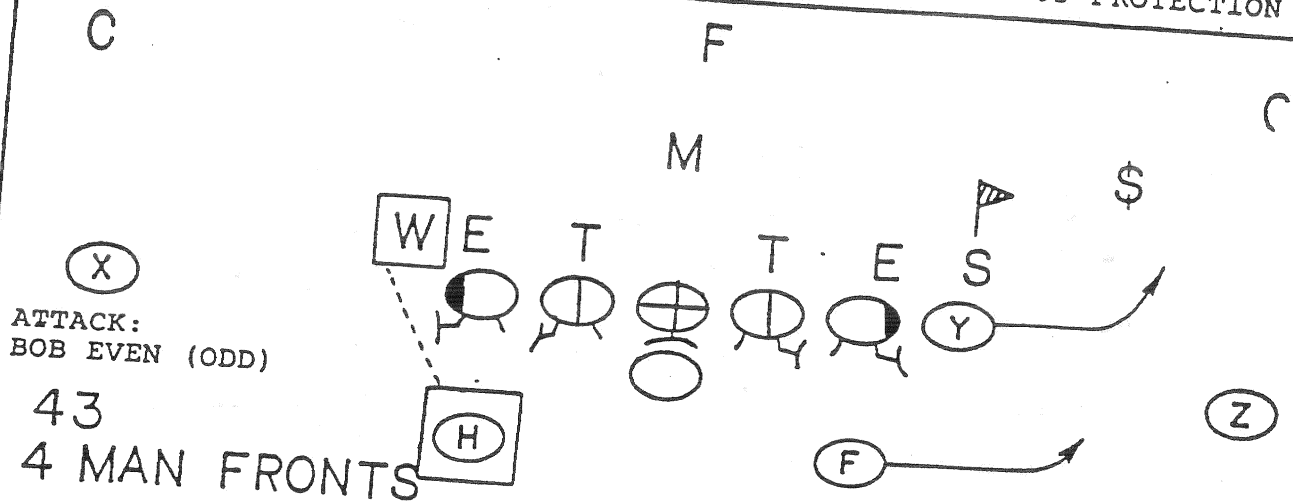
CENTER-ODD-UNDER-RIGGIN

53



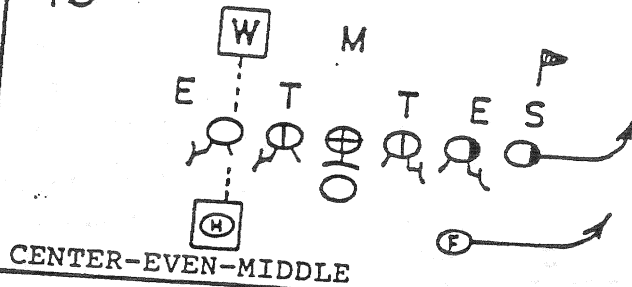
CENTER-OVER-LIGGIN





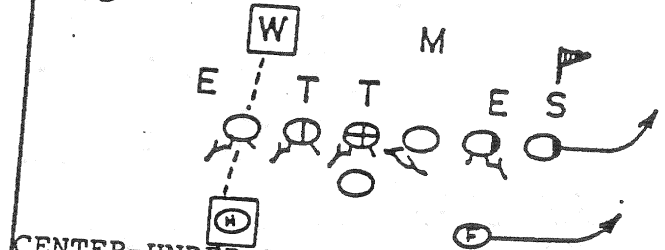
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CENTER-EVEN-MIDDLE



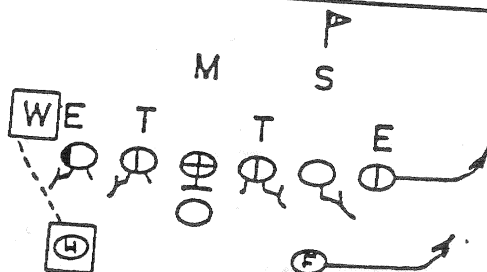
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CENTER-UNDER-RIGGIN



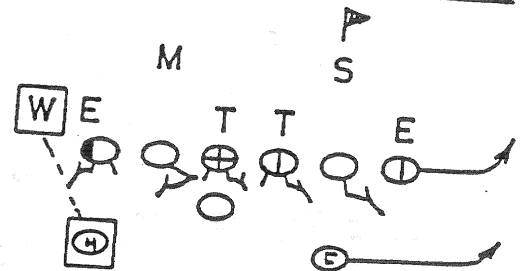
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CENTER-EVEN-MIDDLE



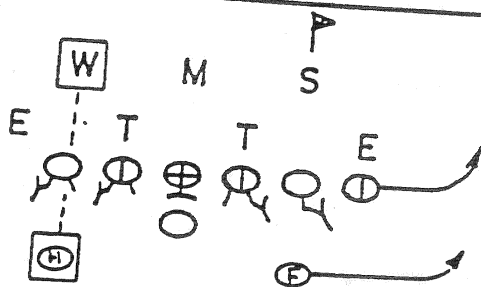
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CENTER-OVER-LIGGIN



49

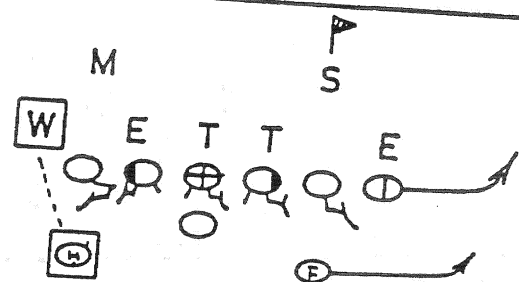
CENTER-EVEN-MIDDLE



59

AREA
SQUEEZE
IT

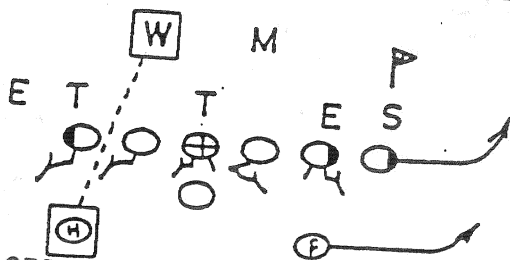
CENTER-TRIPLE-MIDDLE



24

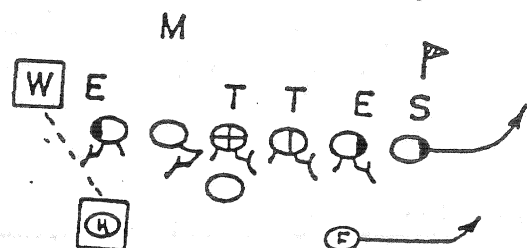
BIG
ON BIG

CENTER-ODD-UNDER-RIGGIN

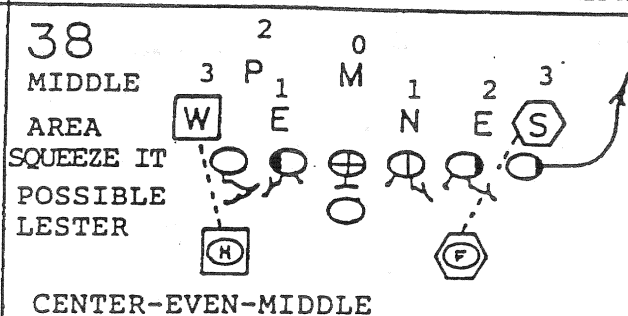
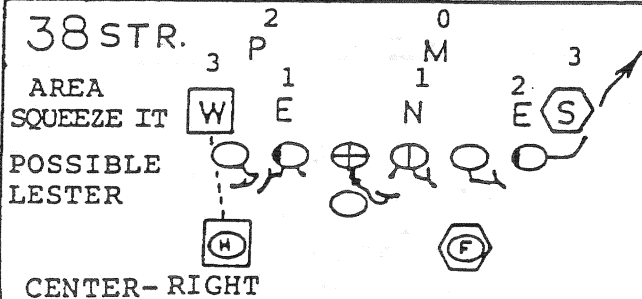
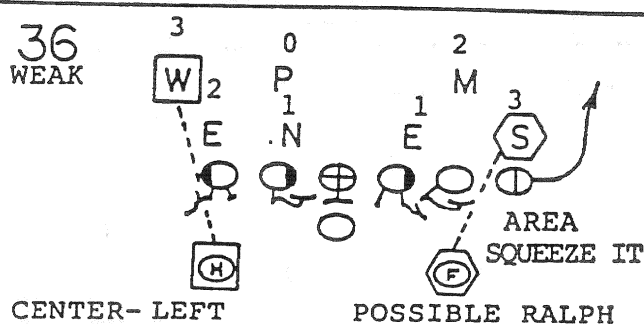
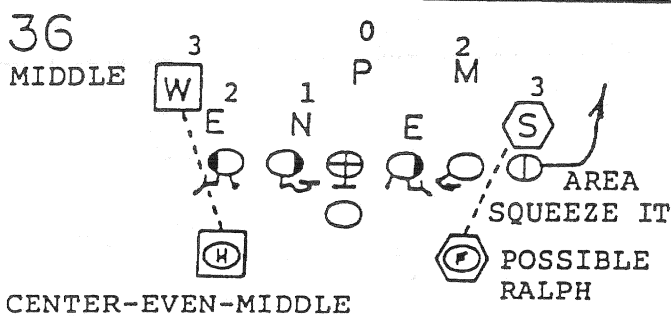
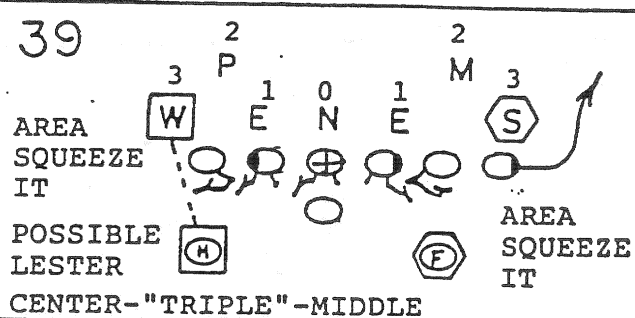
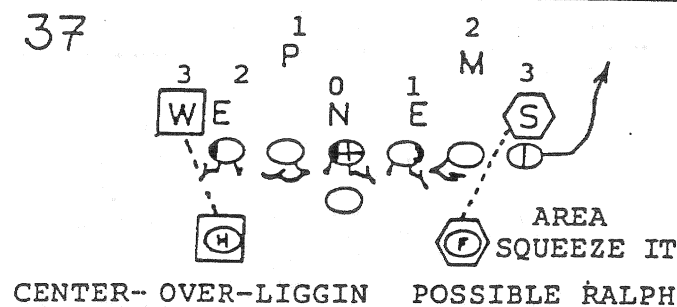
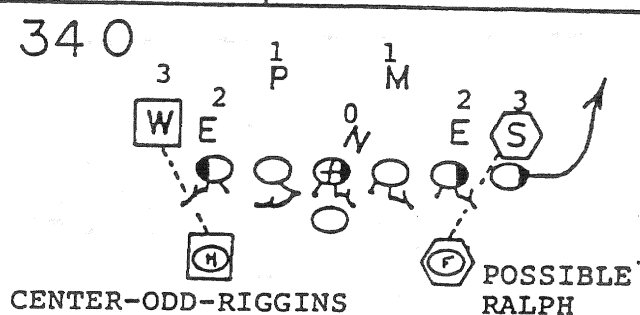
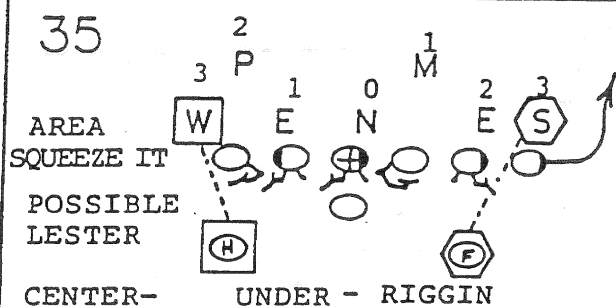
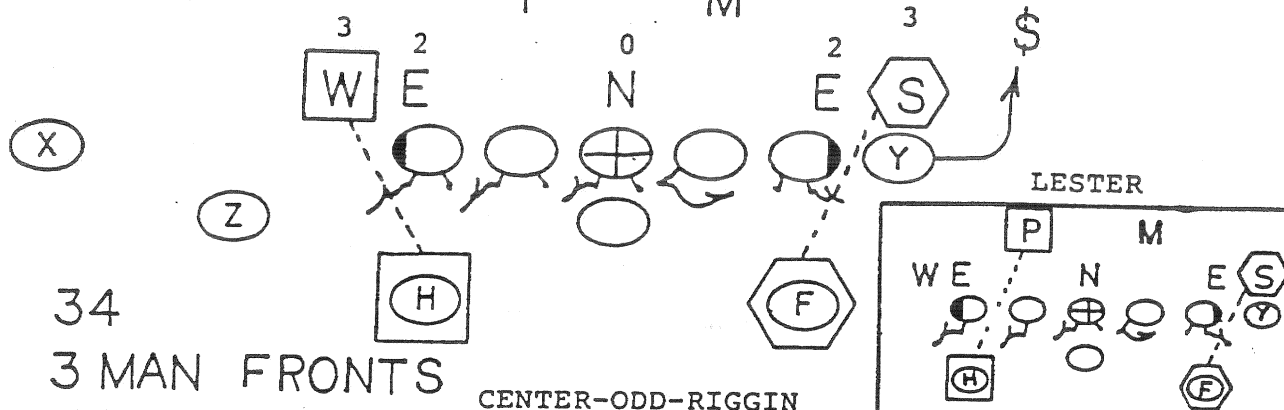


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CENTER-OVER-LIGGIN



C NOTE: "3" 84-85 VS A 34
FRONT FOLLOW "BASE"
RULES...NO RALPH OR
LESTER.



C

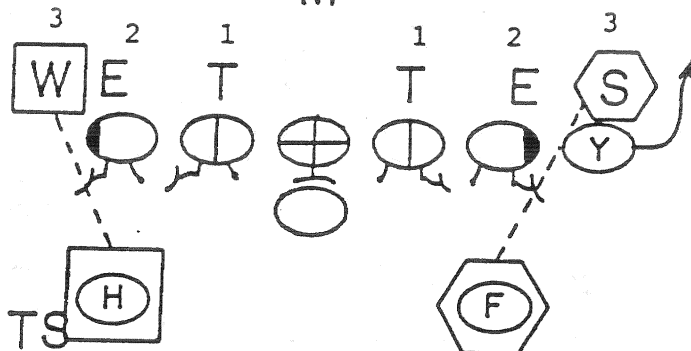
F

C

(X)

43

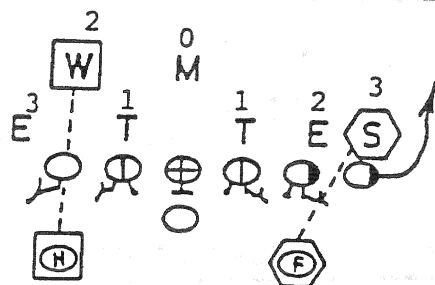
4 MAN FRONTS



(Z)

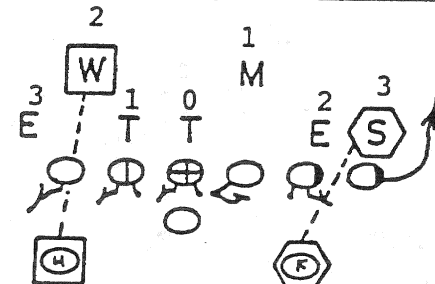
CENTER-EVEN-MIDDLE

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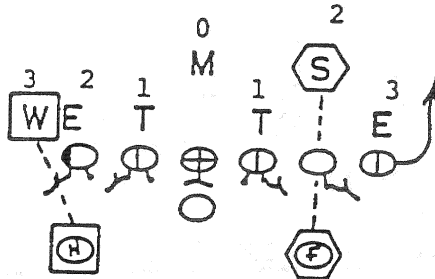
CENTER-EVEN-MIDDLE

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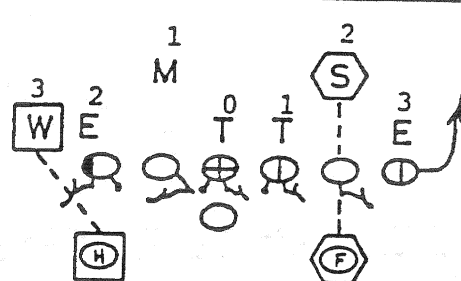
CENTER-UNDER-RIGGIN

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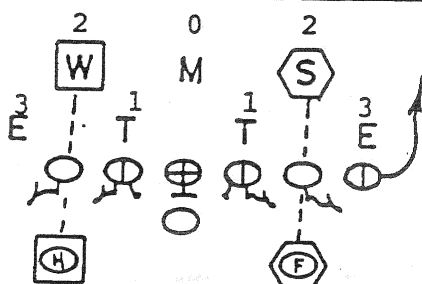
CENTER-EVEN-MIDDLE

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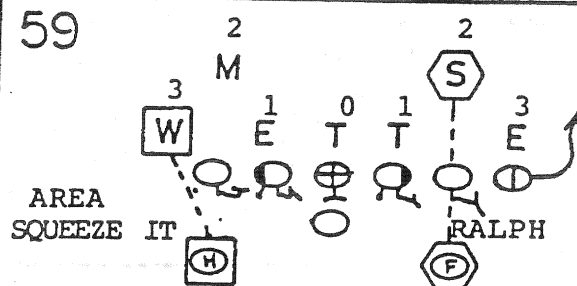
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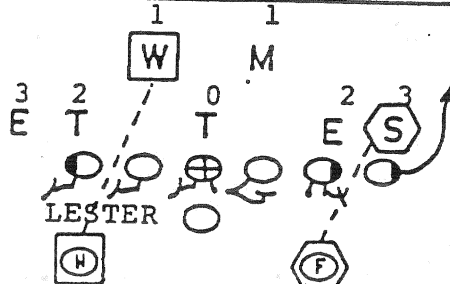
CENTER-EVEN-MIDDLE

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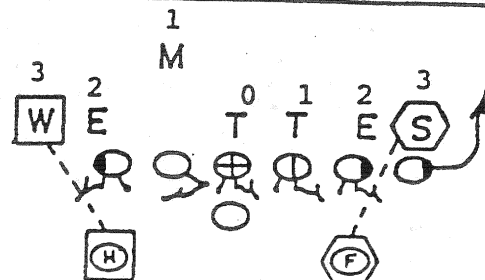
CENTER-TRIPLE-MIDDLE

24



CENTER-UNDER-RIGGIN

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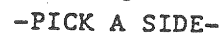


CENTER-OVER-LIGGIN

PASS TABLE OF CONTENTS

80 SERIES

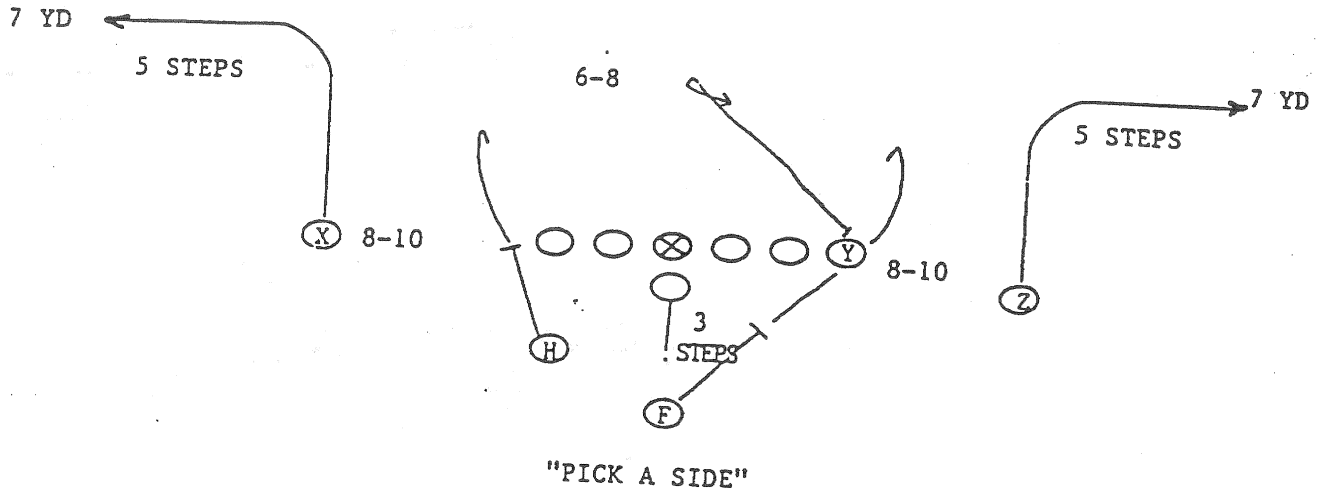
<u>PLAY</u>	<u>PAGE</u>
80 (81) DOUBLE "CIRCLE"	80-1
384 (385) QUICK OKIE	80-2
SHO 84 (85) OKIE	80-3
84 (85) COMEBACK	80-4



PROGRESSION

EXAMPLE: SHORT DOUBLE DANCER
SHORT DOUBLE OKIE
SHORT DOUBLE DEEP

WEAK RIGHT



AUDIBLE

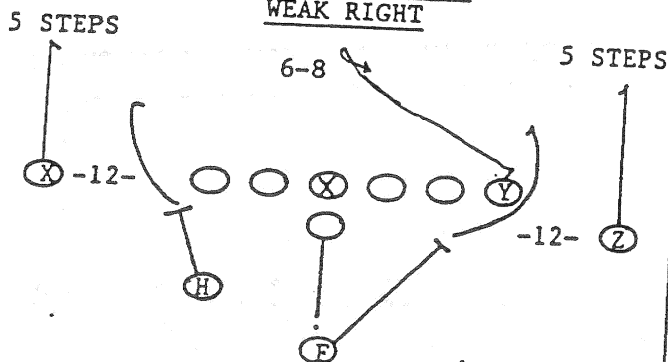
Code: OKIE

Attack: 3 Chip Even (Odd) Okie

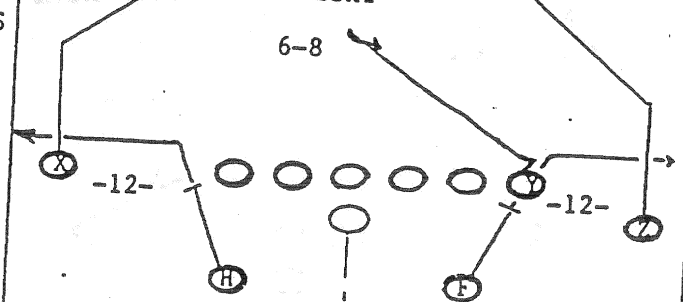
PROGRESSION

- 1) X/Z Quick Out
- 2) Y Looky Quick Bang
- 3) Back to side of Pre-snap read - Quick Stop.

384 (385) HITCH
WEAK RIGHT



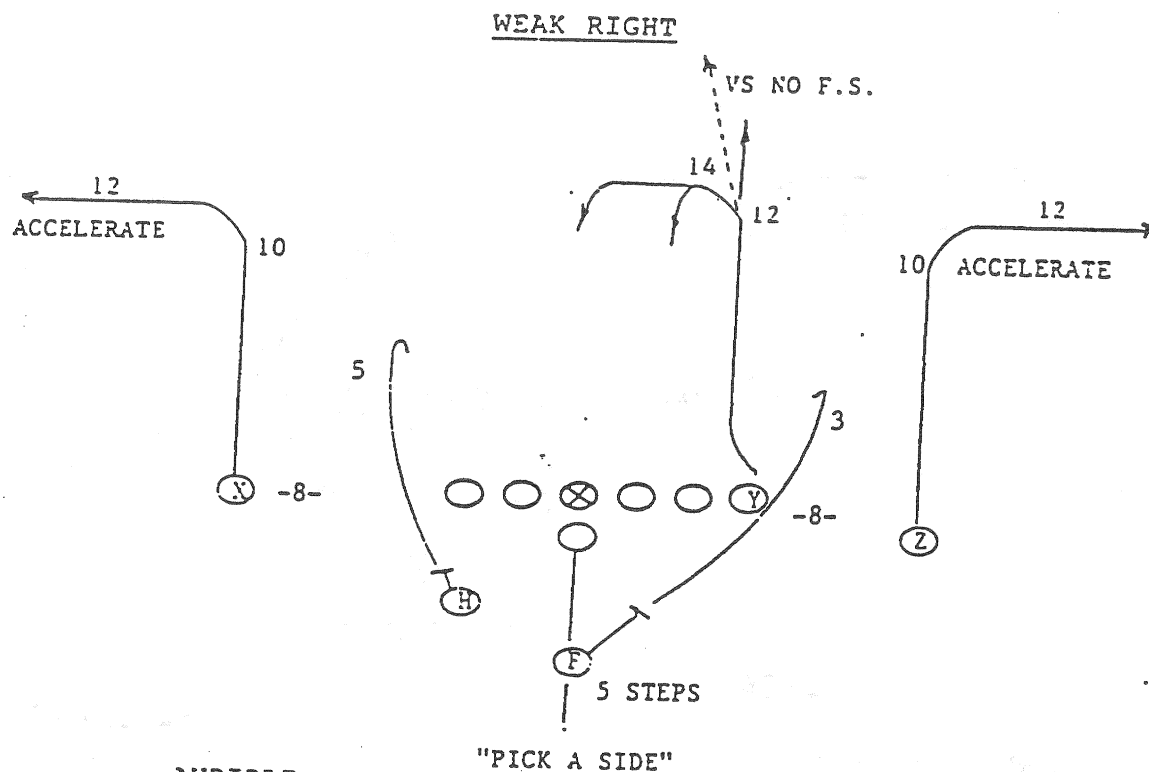
384 (385) SLANT
SPLIT RIGHT



CODE: SCORE

AUTO: BACKS FLAT

SHORT 84 (85) OUT (TAG)

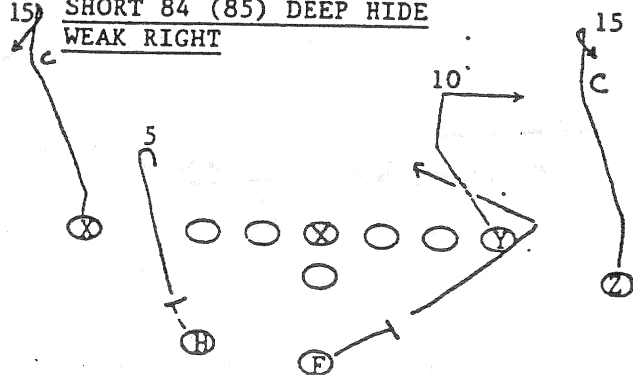
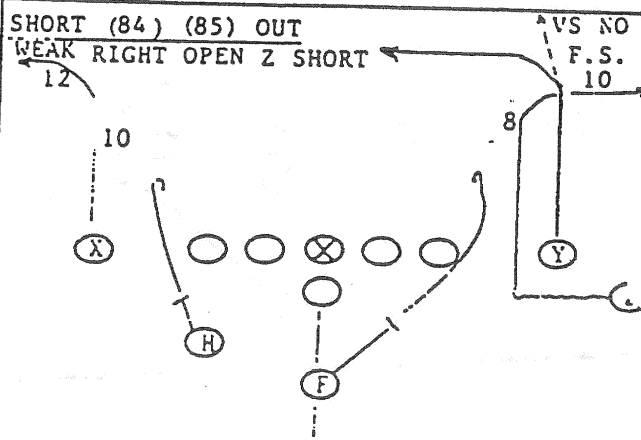
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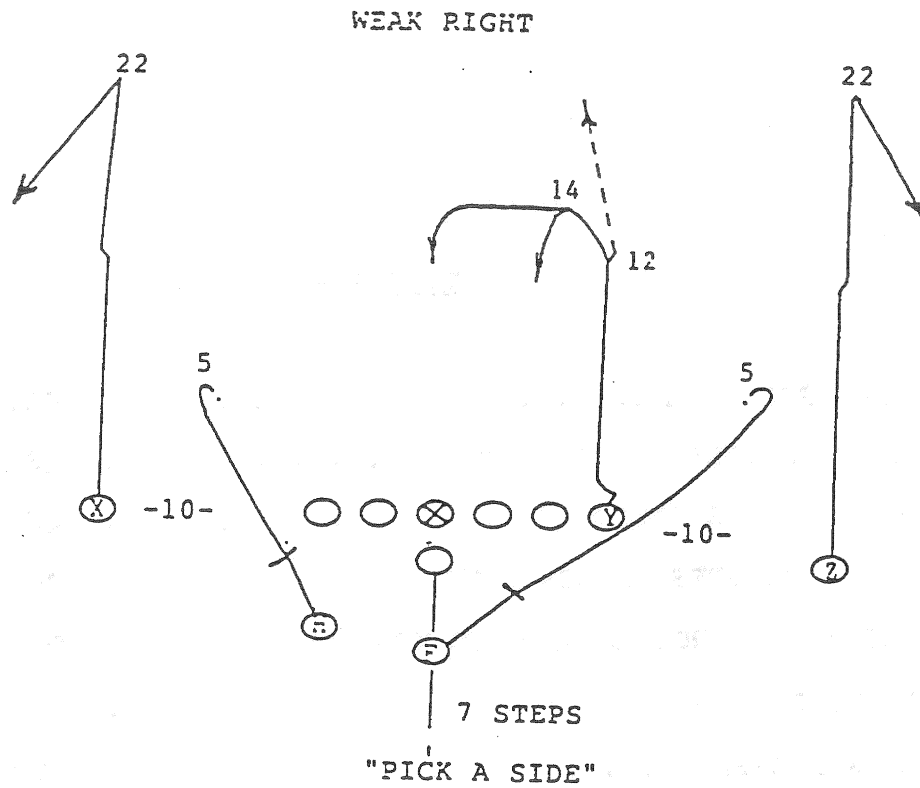
Code: OKIE

Attack: Short Chip Even (Odd) Okie

PROGRESSION

- 1) X/Z Out
- 2) Y Cross
- 3) Back to side of Pre-snap read stop.

15) SHORT 84 (85) DEEP HIDE
WEAK RIGHTSHORT (84) (85) OUT
WEAK RIGHT OPEN Z SHORT



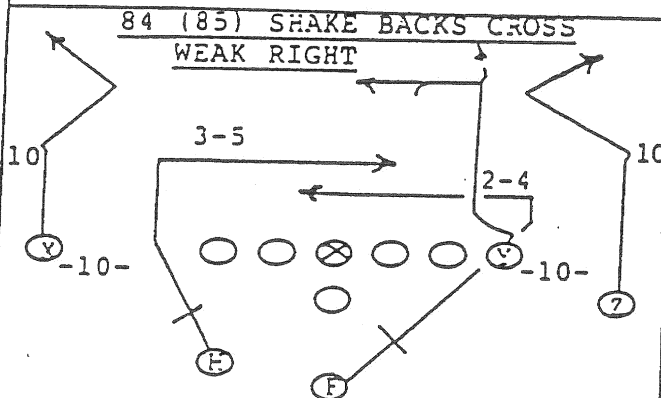
AUDIBLE

PROGRESSION

CODE: Breaker

ATTACK: Chip Even (0c̄c̄). Breaker

- 1) Y Middle Read
- 2) X or Z Comeback
- 3) Back to side of Pre-snap read
- 4) The Other Backs Stop



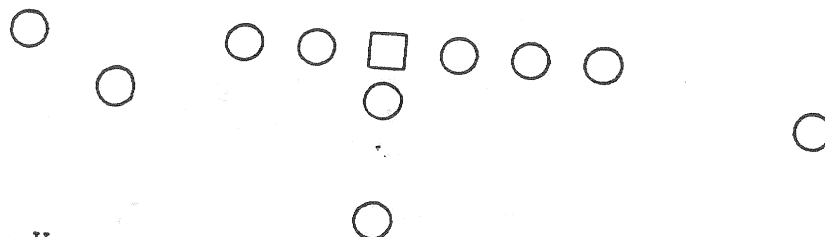
QUICK GAME

HAWK PRESENTATION	Q1, Q2
HAWK DODGERS OR 378 CWM	Q3, Q4
EAGLE PRESENTATION	Q5
EAGLE DODGERS OR 384 CWM	Q6, Q7
QUICK GAME ROUTES AND ADJUSTMENTS	Q8
EAGLE PASSES	Q9
HAWK PASSES	Q10
QUICK GAME LOOKS	Q11

HAWK PRESENTATION

I. FORMATION - DOUBLE WING RT

NOTE: We can run from right and left formations

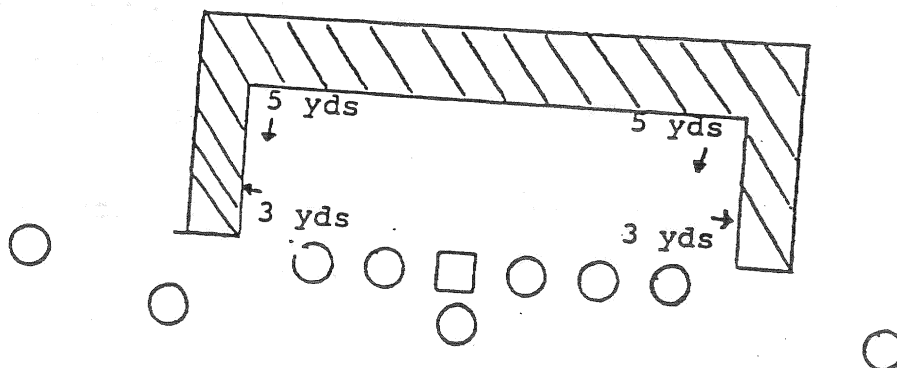


II. CONCEPT - How many men in the box?

- A. Based on the number of men that are outside the end of our line by 3 yards wide and 5 yards deep.
- B. Vs 6 MB, the QB will run the ball based on our game plan preparation for that defensive team.
 - 1. Vs a Gray Area Guy, a man that could be considered either in or out of the box, we will run the ball away from him.
- C. Vs 7 MB, the QB will pass the ball based on our game plan preparation for that defensive team.

III. MECHANICS

- A. The huddle call
 - 1. Quick Game Hawk Dodgers or 378 CWM.



B. Decision - based on the number of players in the box.

1. Vs 6 MB

A. The QB communicates that we are going to run Dodgers when he gives the direction call.

1. Direction Terminology

- A. Odd (left)
- B. Even (right)

2. He also signals "Run" to the receivers by placing his right hand on center's butt.

3. The receivers flash false signals back to the QB

A. 0-1-2-3-4

2. Vs 7 MB

A. The QB communicates that we are going to throw our quick game.

1. Our players already know the protection is 378.

B. The QB says the pass code to the offense.

1. He says either red, white, or blue.

2. He signals to the receivers that we are going to pass the ball by placing his left hand on center's butt.

C. The receivers will signal back to the QB the route that we have "Game Planned" them to do based on the different looks we expect to see for that game.

The receiver signals are:

1. #0 - Fade stop - Inside arm extending in a halt signal or #0

2. #1 - Slant - Touch the eye or a #1

3. #2 - Hitch - hand on hip or a #2

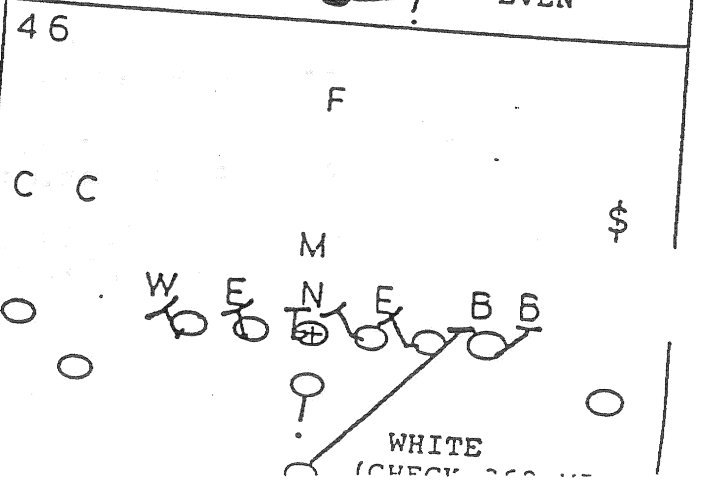
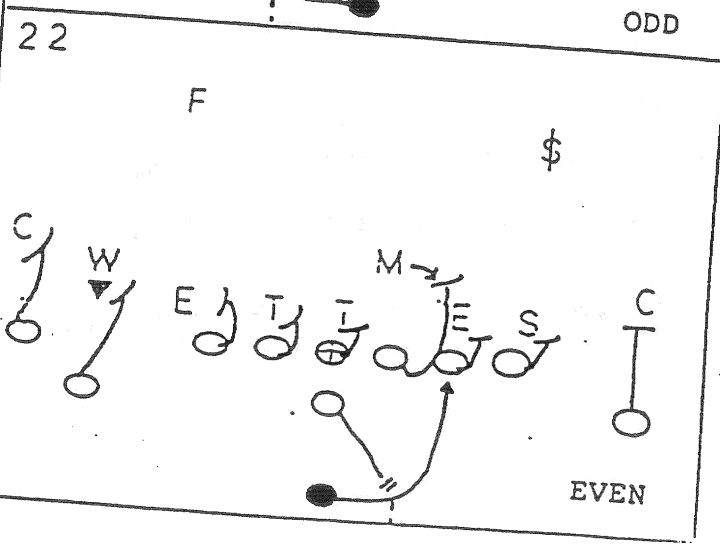
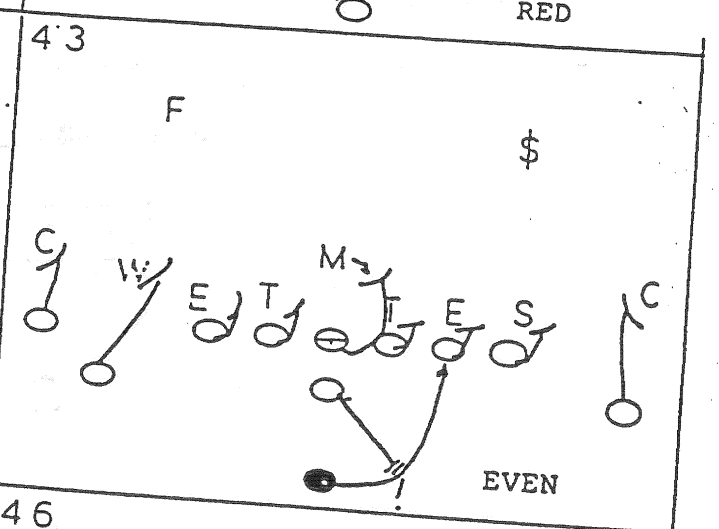
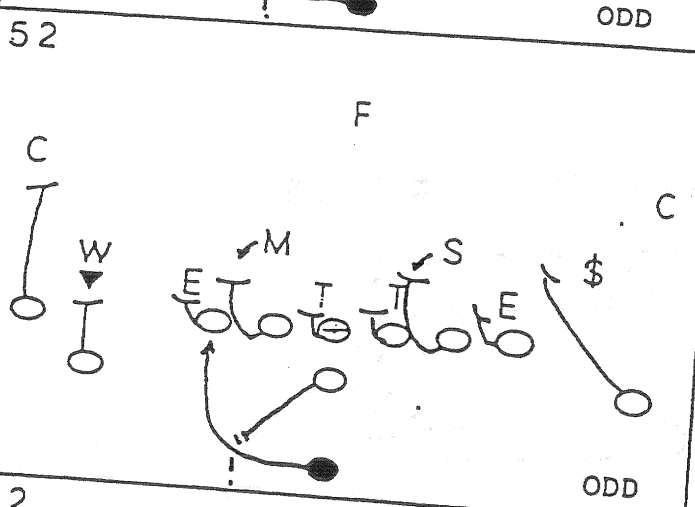
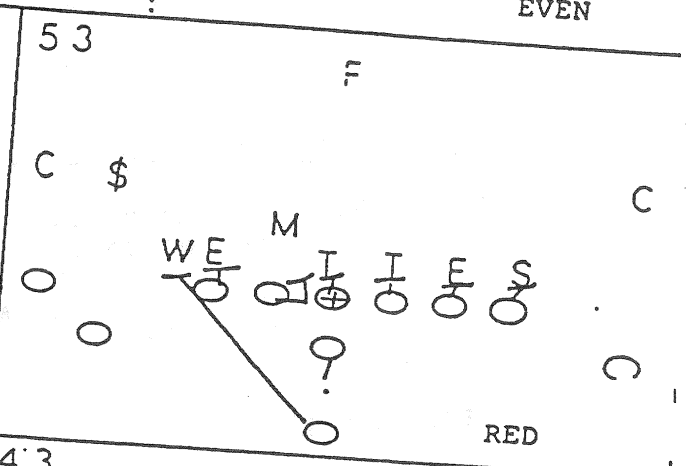
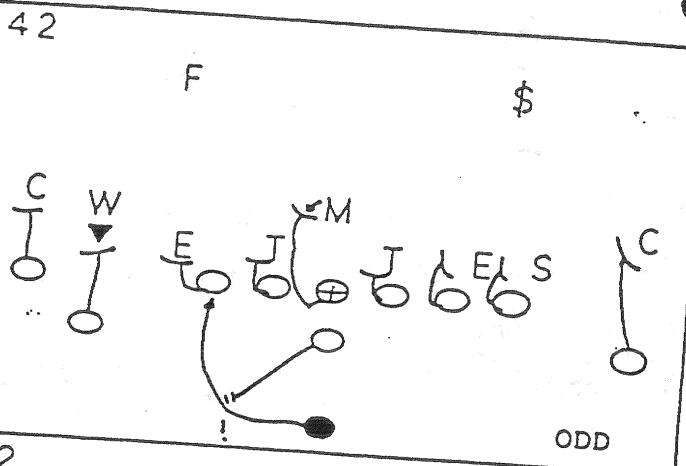
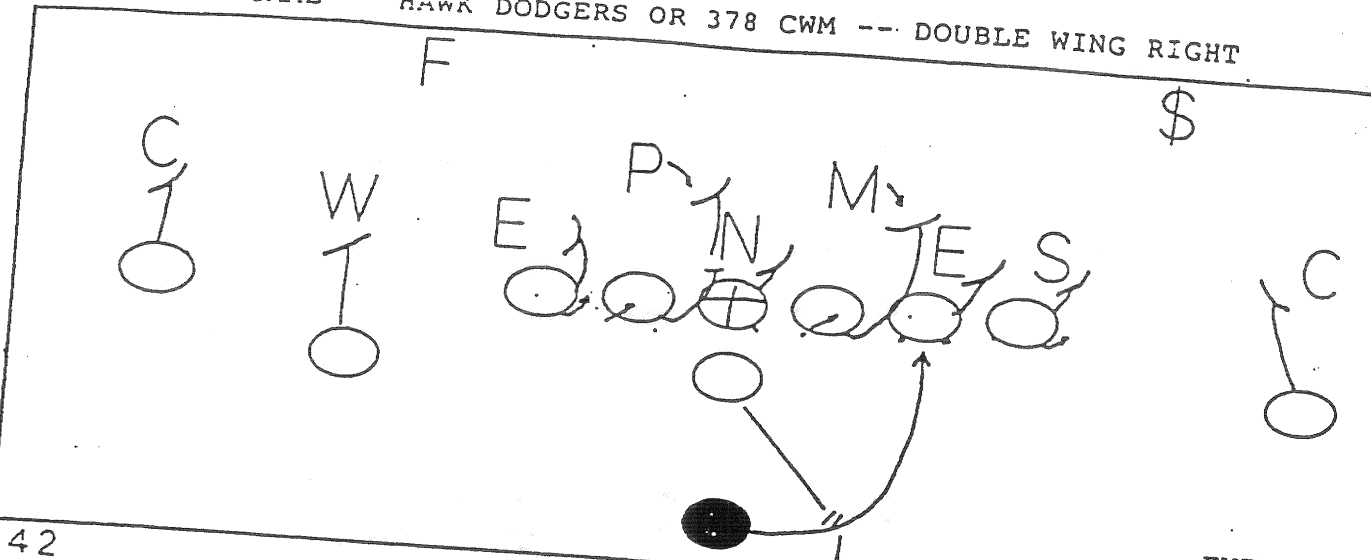
4. #3 - Drive - driving a car or #3 (only a 2 receiver option)

5. #4 - Quick out - snap your fingers or a #4

D. The QB will be responsible to check the protection vs a Bears look.

1. He will check to 368.

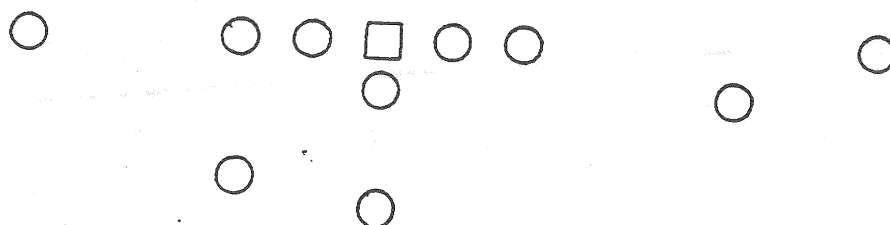
--- G.L.E --- HAWK DODGERS OR 378 CWM --- DOUBLE WING RIGHT



EAGLE PRESENTATION

I. FORMATION - Weak Rt (open)

NOTE: We can run from right and left formations.



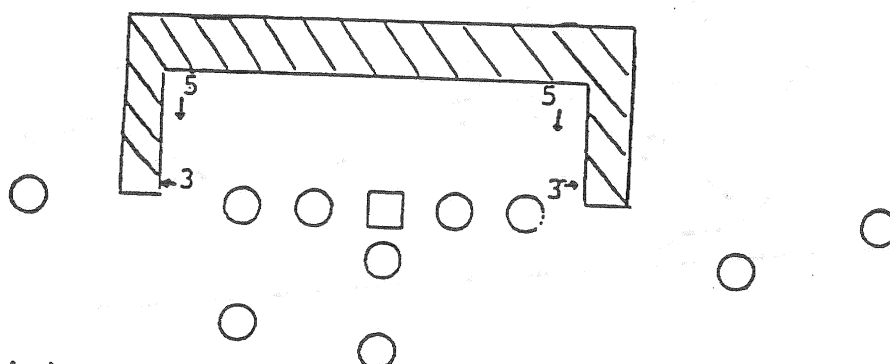
II. CONCEPT - The same...How many men are in the Box?

- A. Execution is exactly like the Hawk Formation with 3 exceptions.
 1. It is 384 Protection.
 2. Our run is called Eagle Dodgers (Eagle 16/17 CWM)
 3. On a run, the off-set RB seals away from the call.

III. MECHANICS

A. The Huddle call

1. Quick Game Eagle Dodgers or 384 CWM



- B. Decision based again on how many men are in the box.
- C. The rest of the mechanics are the same as the Hawk formation mechanics.
 1. Vs Triple look, the QB will possibly check to 365 or leave 384 on with a Ralph or Lester call..

QUICK GAME -- HAWK DODGERS OR 378 -- CWM
DOUBLE WING RIGHT

RULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: CHECK WITH ME - QB WILL CALL THE PLAY AT THE L.O.S. BASED ON NUMBER OF DEFENDERS IN THE BOX. VS 7 OR MORE IN THE BOX, QB WILL CHECK TO PASS BY USING THE CODE COLORS RED, WHITE, OR BLUE. THIS TELLS THE LINE AND BACKS TO EXECUTE THE PROTECTION CALLED IN THE HUDDLE. ROUTES WILL BE SIGNALLED BY WR'S BASED ON TECHNIQUES OF DB'S. VS 6 IN THE BOX, QB WILL CHECK TO 16 OR 17 BY GIVING A DIRECTION. EXAMPLE: EVEN = 16.

CENTER: EXECUTE THE QB'S CALL.

ON GUARD: EXECUTE THE QB'S CALL.

ON TACKLE: EXECUTE THE QB'S CALL.

OFF GUARD: EXECUTE THE QB'S CALL.

TIGHT END: EXECUTE THE QB'S CALL.

"H-BACK": EXECUTE THE QB'S CALL.

"F-BACK": EXECUTE THE QB'S CALL.

QUARTERBACK: COUNT NUMBER OF DEFENDERS IN THE BOX AND TECHNIQUES OF DEFENSIVE BACKS. CALL THE APPROPRIATE PLAY.

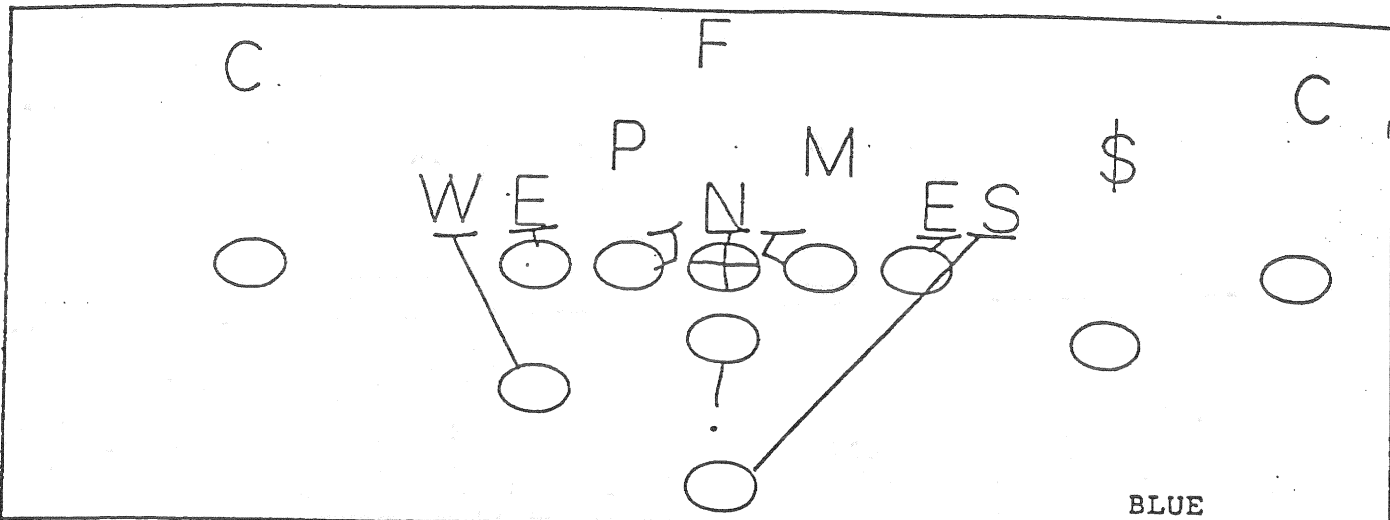
"Z": EXECUTE THE QB'S CALL.

"X": EXECUTE THE QB'S CALL.

**NOTE: QB MUST SIGNAL RUN OR PASS TO THE WR'S. ON RUNS, WR'S MUST GIVE FALSE SIGNALS BACK.

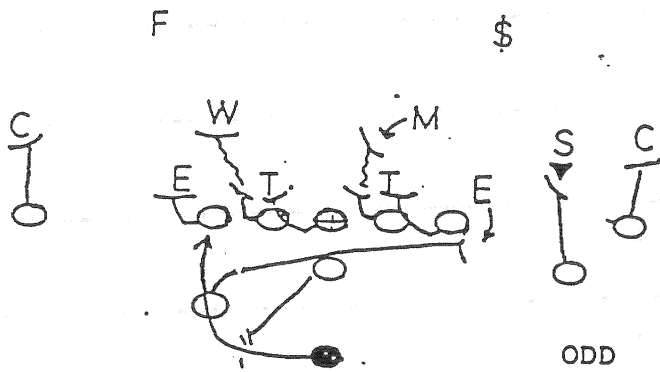
QB - VS 7 IN BOX, BE ALERT FOR POSSIBLE PROTECTION CHECKS.
EXAMPLE: (CHECK 68 MIKE VS BEARS) VS 6 IN BOX - BE ALERT FOR GRAY AREA DEFENDERS.

QUICK GAME -- EAGLE DODGERS OR 384 CWM -- WEAK RIGHT OPEN



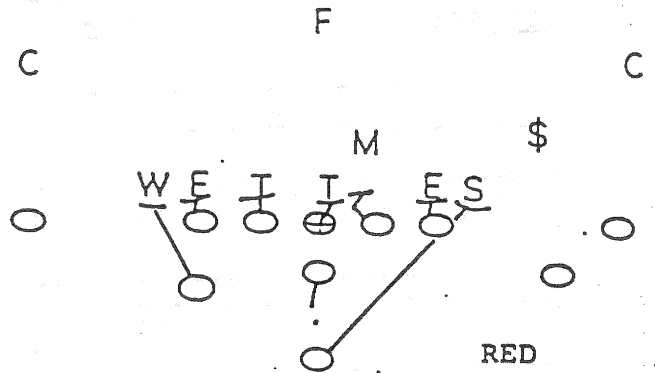
BLUE

42



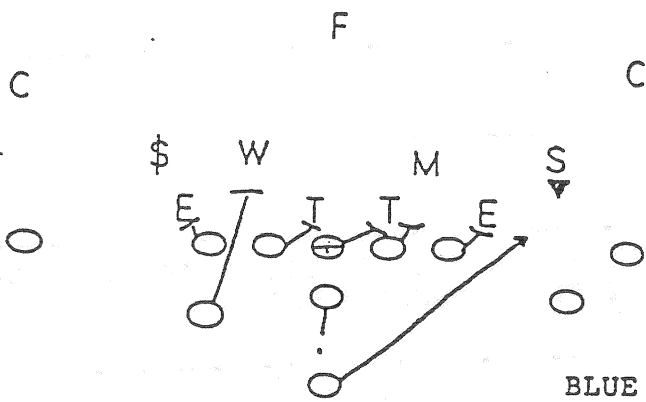
ODD

23



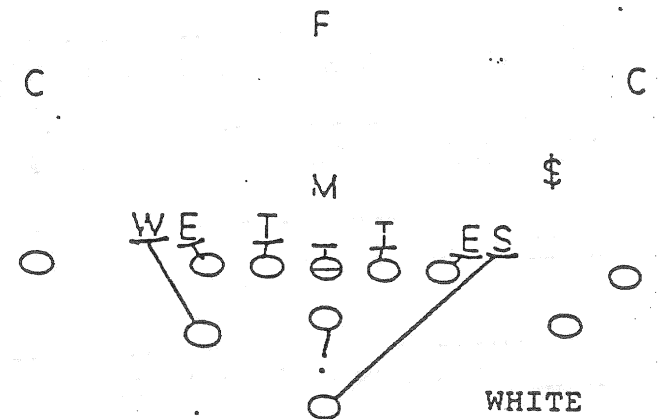
RED

52



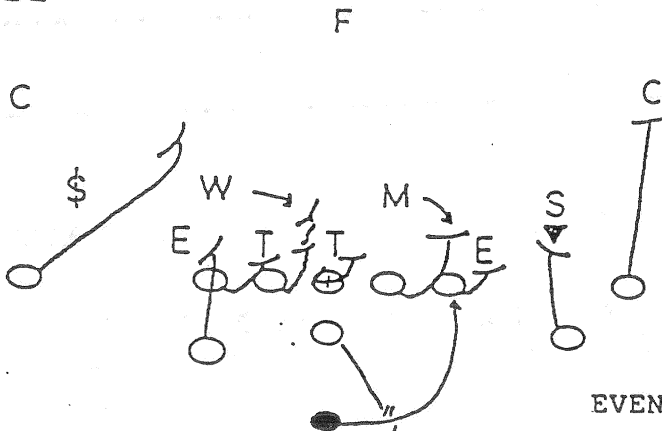
BLUE

43



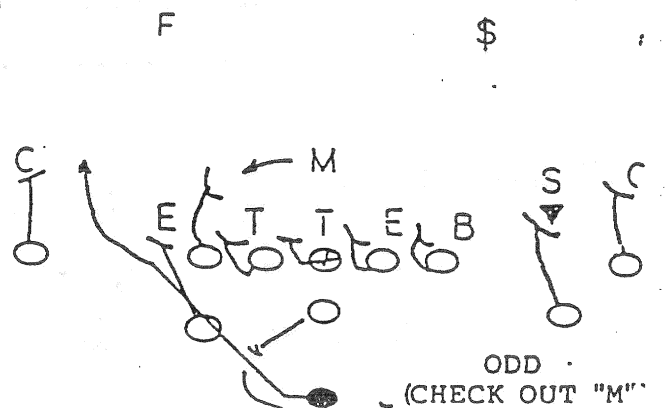
WHITE

22



EVEN

29



ODD
(CHECK OUT "M")

QUICK GAME -- EAGLE DODGERS OR 384 -- CHECK WITH ME
WEAK RIGHT OPEN

RULES - TECHNIQUES - COACHING POINTS

PLAY DESCRIPTION: CHECK WITH ME -- QB WILL CALL THE PLAY AT THE L.O.S. BASED ON NUMBER OF DEFENDERS IN THE BOX. VS 7 OR MORE IN THE BOX, QB WILL CHECK TO PASS BY USING THE CODE COLORS RED, WHITE, OR BLUE. THIS TELLS THE LINE AND BACKS TO EXECUTE THE PROTECTION CALLED IN THE HUDDLE. ROUTES WILL BE SIGNALLED BY WR'S BASED ON TECHNIQUES OF DB'S. VS 6 IN THE BOX, QB WILL CHECK TO 16 OR 17 BY GIVING A DIRECTION. EXAMPLE: EVEN = 16.

CENTER: EXECUTE THE QB'S CALL.

ON GUARD: EXECUTE THE QB'S CALL.

ON TACKLE: EXECUTE THE QB'S CALL.

OFF GUARD: EXECUTE THE QB'S CALL.

TIGHT END: EXECUTE THE QB'S CALL.

"H-BACK": EXECUTE THE QB'S CALL.

"F-BACK": EXECUTE THE QB'S CALL.

QUARTERBACK: COUNT THE NUMBER OF DEFENDERS IN BOX AND TECHNIQUES OF DEFENSIVE BACKS. CALL APPROPRIATE PLAY.

"Z": EXECUTE THE QB'S CALL.

"X": EXECUTE THE QB'S CALL.

**NOTE: QB MUST SIGNAL RUN OR PASS TO THE WR'S. ON RUNS, WR'S MUST GIVE FALSE SIGNALS BACK.

QB - VS 7 IN BOX, BE ALERT FOR POSSIBLE PROTECTION CHECKS.
EXAMPLE: (RALPH OR LESTER). VS 6 IN BOX, BE ALERT FOR GRAY AREA DEFENDERS AND CHECK OUT SITUATIONS VS A TRIPLE.

OUTSIDE RECEIVER QUICK GAME ROUTES AND ADJUSTMENTS

ROUTES	VS CB OFF	VS RUN-OUT	VS B/R	3 DEEP CLOUD
0-FADE STOP	HITCH	HITCH	FADE STOP	IDLE
1-SLANT	SLANT	SLANT	SLANT	SLANT
2-HITCH	HITCH	HITCH	STEP & GO	IDLE
3-DRIVE	DRIVE	DRIVE	DRIVE	DRIVE
4-QUICK OUT	QUICK OUT	QUICK OUT	QUICK OUT	QUICK OUT

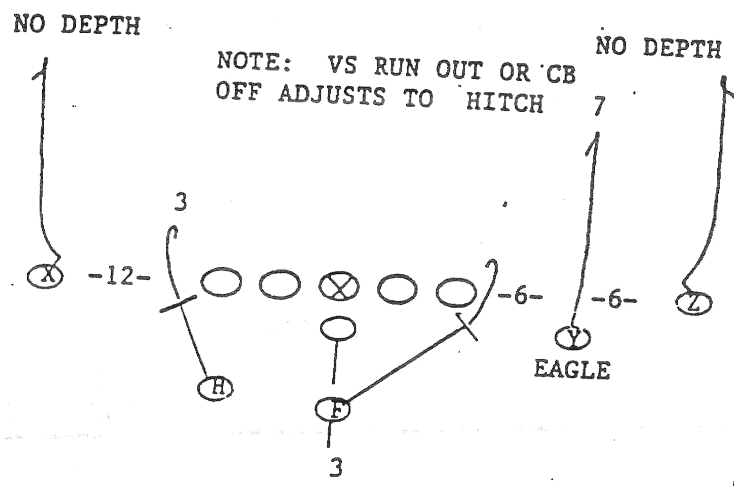
INSIDE RECEIVERS' ROUTES

ROUTE	ADJUSTMENT
0, 2, 4	7 YARDS "STICK"
1	DRAG
3	FADE

*PROBABLY WILL BE RUNNING BALL VS COVER 2 OR COVER 2 MAN

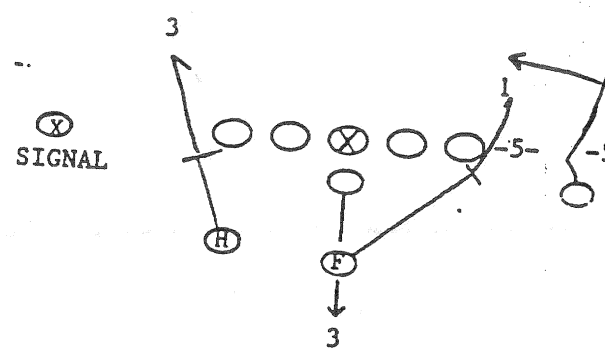
EAGLE: "QUICK GAME EAGLE DODGERS OR 384 CWM"

384 (385) "0" (FADE STOP)
WEAK RIGHT (OPEN)

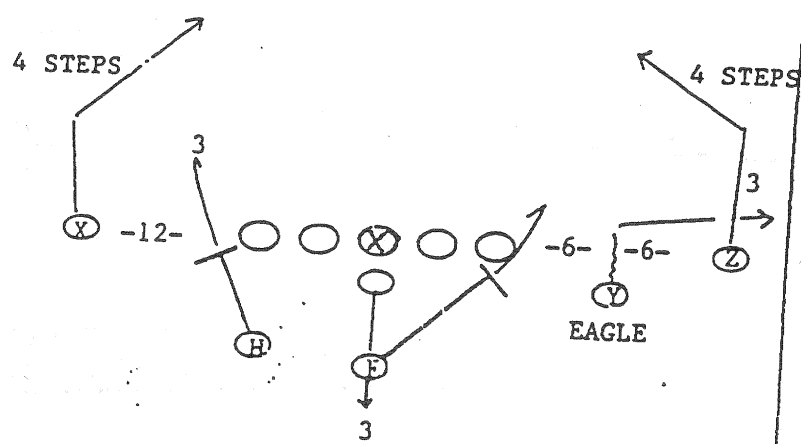


384 (385) "3" (DRIVE)
WEAK RIGHT (OPEN)

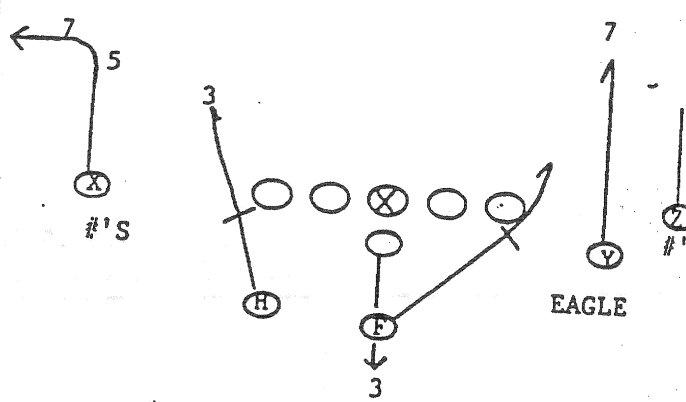
NOTE: A "3" (DRIVE) IS ONLY A Z RECEIVER SIDE CALL



384 (395) "1" (SLANT)
WEAK RIGHT (OPEN)

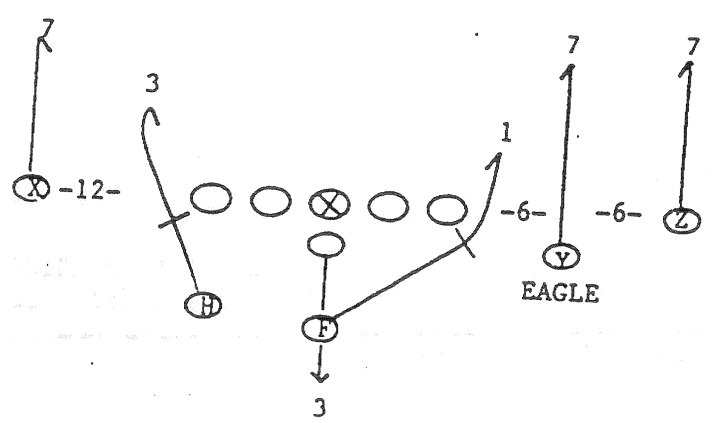


384 (385) "4" (QUICK OUT)
WEAK RIGHT (OPEN)



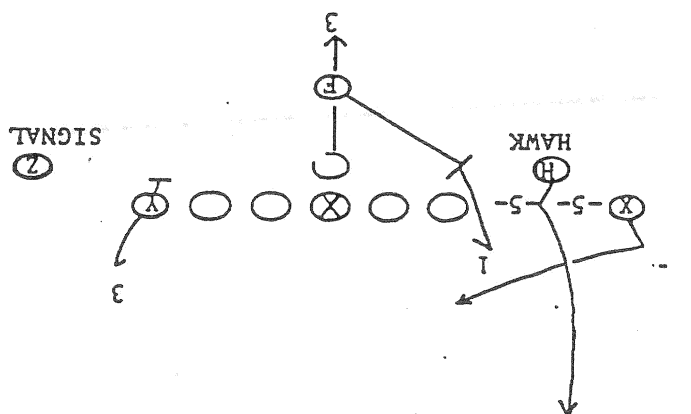
384 (385) "2" (HITCH)
WEAK RIGHT (OPEN)

NOTE: VS BUMP AND RUN ADJUSTS TO A STEP AND GO

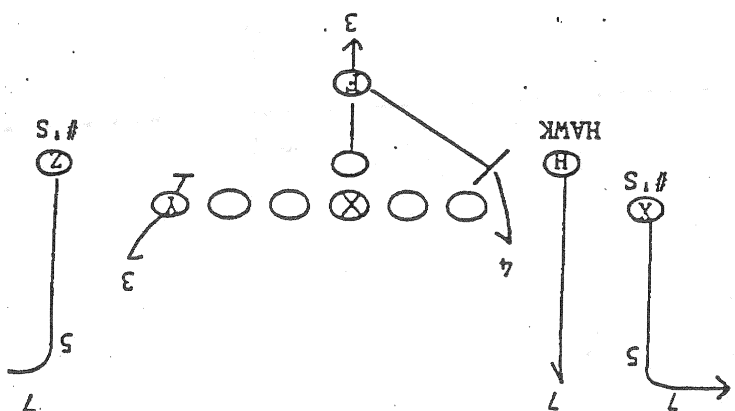


378 (379) "3" (DRIVE)
DOUBLE WING RIGHT

NO DEPTH



378 (379) "4" (QUICK OUT) DOUBLE WING RIGHT



378 (379) "2" (HITCH) DOUBLE WING RIGHT

